BEDLAM IN BEDLAM

AN M&M SUPERLINK ADVENTURE

M&M SUPERLINK

BY GARY WELLER

plain brown wrapper games

BEDLAM IN BEDLAM

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INTRODUCTION

Bedlam in Bedlam is a five-part adventure designed for two to four players with average super powers—if there is such a thing. It's intended for PL 10 characters, but we have some options that you can use to make it more challenging for bigger or tougher groups. See the sections on "Adjusting This Scene to Fit Your Campaign's PL" at the end of each chapter (on Pages 17, 33, 60, 70 and 134). It will probably take more than one session to play all the way through this giant-sized adventure, but it will almost certainly take less than five—the last chapter is the only one that's likely to require a whole gaming session by itself and it can go faster, depending on what the Player Characters do.

What You Will Need to Use This Book

Beldam in Bedlam isn't a complete game in and of itself—it's an M&M Superlink adventure module. You are going to need a copy of the core rules in order to make use of it. However, you won't need anything else apart from some paper, some dice and some players (perhaps some snacks would also be a wise investment).

This scenario uses only the basic rules, no special supplements or add-ons. Nor is it set in any particular game-universe. We do provide you with a setting—in fact there is a whole city for you to use (see Appendix A, pages 166-192), but it's all contained in this book. You don't need to buy anything else.

New Feats and Powers

There aren't any. We want to make this adventure easy to integrate into your campaign, so we have included no new feats, powers, skills or drawbacks to clutter up your game. Nor have we used any feats, powers, skills, etc. from any supplements, just to make sure that you won't need to buy anything but the core book in order to run this adventure. It is our hope that this will not only make the GM's life easier, by limiting at east a few of the innumerable variables that have to be kept track of during a game, but also to help control the inevitable problem of "rules creep".

Some Notes About Tone

Bedlam in Bedlam is a very dark adventure, where everything is rendered in shades of moral gray. With its betrayals and ambiguities it resembles the conspiracy-minded comics of the 1990s a lot more than the uncomplicated heroics of the Silver Age.

In this adventure nothing is as it seems—the people we trust to protect our country are abusing that trust. The government is pursuing dubious projects and doing bad things to superpowered children. Yet that very same government is trying to rescue these same children from the clutches of the evil Dr. Clemente. The PCs wind up fighting Nocturne, who they should be helping. He wants to rescue the kids, but unwittingly turns them to over somebody who is working for the very same agency that he rescued them from. Up is down, black is white, there are no simple answers. Why do you think we called it Bedlam?

This can get really frustrating for your PCs. Most players hate being unsure how to act and feel jerked around if you give them insoluble moral quandaries to puzzle through. That is why we've set the adventure up to avoid putting them in situations where they don't know who to attack, or feel that things are hopeless no matter what they do. Despite the web of intrigue and double-cross that they are being drawn into, the PCs will never be in any doubt about who they should punch in the face at any given moment. That's why so many of these scenes begin with fights. While the PCs may wind up doing the wrong things for the right reasons, they will never find themselves in a position where every option looks equally hopeless (so why bother to act at all). The plot itself is a reassuringly familiar sequence of challenges to overcome and people who need to get punched to a pulp. Only when the PCs put it all together in retrospect should it become unclear that they really did the right thing.

The way you present the adventure to the PCs should probably reflect its overall tone. This is the Iron Age of comics. Everything

happens after dark. There should be a lot of lurking on trash-strewn rooftops in the dead of night. Lots of rain and dripping water. Lots of huge shadows. Lots of grim, terse dialogue and tough-guy posturing. Every player wants to run a shadowy avenger of the darkness at some point—this is their chance to ham it up. Emphasize the stifling heat and the run-down urban nightmare that is the city of Bedlam. Garbage, broken windows, snoozing bums and crumbling gothic architecture are everywhere. The moon looms huge and angry in the sky, etc, etc.

Putting a Little Bedlam in Your Campaign

Bedlam is a city near the eastern seaboard (or possibly in the Rust Belt) that had its heyday decades ago. Bedlam has slid into decay, its shops are closed, its streets are full of trash and aimless, unemployed young men.

The denizens of Bedlam are sardonic, weary and somewhat desperate. The heroes of Bedlam are equally jaded, but have visions of the shining city that once was. They are struggling to recreate this glimmering metropolis from the chaotic ramshackle hulk it has become. It is a daunting task, but heroes are heroes.

We envision Bedlam as a medium-sized city, just big enough to have a downtown skyline. It might be as big as say, Pittsburgh, or as small as, say, Duluth. We've sketched it in lightly enough to give the GM a lot of wiggle room. See Appendix A on Page 166 for the details on one possible version of Bedlam.

Game Masters should feel free to relocate the events taking place in *Bedlam in Bedlam* to a different city of their own choosing, or even make Bedlam a borough of their own campaign city if their setting is in a different location. One other option is to make it an outlying town in the shadow of your campaign city—sort of like the way Hoboken and Jersey City are to New York. We've provided the setting mostly as a convenience to you. Incorporate or ignore it as suits your campaign.

What th' @#$%!? Is Going On Here?

(A Brief Guide to the Plot)

This adventure has a complex back-story, with many layers of deception and intrigue. Nothing is quite what it seems here, many of the NPCs have their own agenda. This can make the plot confusing as you read it on the page (although it looks completely straightforward to the PCs when you actually run the adventure, we promise).

To help avoid confusion over who is doing what to whom and why, here is the plot in summary: The US government has been secretly trying to produce superhumans for decades. The CIA actually succeeded back in the early 70s, and created the super-soldier known as Nocturne. He was however too independent to make a good secret agent. He let his conscience get in the way of his professionalism, and after a few missions he not only abandoned the Agency, but exposed their secret parahuman project to a senate subcommittee, which temporarily shut the whole thing down.

These days research on creating parahumans is done by a secret branch of the Department of Defense, at an extremely secure facility in the mountains known only as Area 2501. They call the program "Project Outlook Unlimited."

Dr. Reuben Clemente is the head of Outlook Unlimited. Dr. Clemente and his team have met with some recent successes—they have created a dozen parahuman children, who they keep carefully locked away in the depths of Area 2501.

As our story begins, two powerful, unnamed men in a room (one of them is a general, the other some kind of civilian) decide that Dr. Clemente can no longer be trusted with the guardianship of the superpowered children who are being held at Area 2501. The doctor is growing fanatical, irresponsible and difficult to control. The two nameless men decide to manipulate events to get the kids turned over to someone more suitable. They assign one of the

general's most trusted underlings, Colonel Richard Seacrest, to the job.

Colonel Seacrest sets out to maneuver the PCs and Nocturne into breaking the kids out of Area 2501 and then turning them over to a children's shelter called the Celestial Spirit Fellowship, run by a priest named Father Dennis. Nocturne trusts Father Dennis. His shelter is the first place Nocturne would turn to if he needed to hide some parahuman children. Nocturne has no idea that Dennis and the Celestial Spirit Fellowship are pawns of the same secret agency that runs Area 2501.

Nocturne is already aware of the existence of Project Outlook Unlimited and the super-kids (we never learn if this is through his own efforts or if Colonel Seacrest somehow leaked the information to him) and he's angry about it. He wants very badly to rescue the children. However, he knows that he doesn't have the strength to break into Area 2501 by himself. Unbeknownst to Nocturne, Colonel Seacrest is going to arrange for the PCs to help him.

In order to chase Nocturne out of hiding and push the Player Characters into contact with him, the two men in the room activate Project Shiraz, a scheme which they had long-since designed to capture or kill Nocturne if they ever needed to eliminate him.

Agent Gina Bellini of the Pentagon Defense Force is assigned to run Project Shiraz. She is instructed to bring the PCs to Area 2501 and put them through a virtual reality simulation, ostensibly to test their powers but in fact to see if they have the strength and resourcefulness required to take out Nocturne. Colonel Seacrest works with Agent Bellini directly on this matter, but even though she's a telepath she has never had any reason to read his mind, and doesn't know about the deeper game he is playing.

Before she has a chance to go find some suitable superheroes, all hell breaks loose. One of the teaching staff at Area 2501, a man named Gregory Pelleg, figures out that Dr. Clemente is performing medical experiments on children. He tries to expose the whole thing. Pelleg escapes from Area 2501 with one of the kids. They make it as far as Bedlam and wind up living on the streets, afraid to go to the authorities and unsure what to next. The agency that runs Area 2501 sends an assassin after Greg Pelleg—a superpowered murderer-for-hire known as the Cold Killer. The PCs are initially drawn into the adventure when the Cold Killer starts stalking around skid row freezing vagrants to death in the middle of the summer.

By a lucky chance (or perhaps through a little manipulation by Colonel Seacrest), the PCs encounter the Cold Killer just as he finds and kills Greg Pelleg. They fight him, naturally enough, but whether they defeat him or he gets away, Greg Pelleg is dead and the little boy who was with him almost certainly gets re-captured. If the Cold Killer has been captured, then interrogating him doesn't do much good. He doesn't know why he was sent to kill Greg Pelleg or who the boy is.

The PCs can do some investigation afterwards, talking to some of Skid Row's other inhabitants about who Greg Pelleg may have been and why someone might have been after him. The PCs could even have some other adventure before the next chapter of this plot unfolds.

Then, without warning, Agent Bellini taps them on the shoulder. She finds the PCs no matter where they are—there is no hiding from her. She explains that their country needs them. They have to come with her, right now.

If the PCs agree to accompany Agent Bellini and her associates to Area 2501 (or if they get captured and taken there against their will) they meet Dr. Clemente, who wires them into a virtual reality simulation of Bedlam. It looks just like the real Bedlam, only cleaner and nicer. Their ostensible mission in Artificial Bedlam is to track down an experimental urban assault vehicle called the "Delta Interceptor" and plant a tracking device on it. This is in fact Nocturne's car and they are going to have to fight their way past a simulated version of Nocturne in order to be able to complete the mission. As mentioned above, the whole point of the exercise is to see how well the PCs do when fighting the simulated version of Nocturne. Do they have what it takes to kill or incapacitate him?

After the exercise the Player Characters are thanked for their time, given some nondisclosure forms to sign and taken back to Bedlam. They now have Nocturne's attention. He is aware that Agent Bellini found them and

that they were taken to Area 2501. This means that they know what the inside of the complex looks like and have a rough idea of its layout. They could be the very allies he needs.

Project Shiraz proceeds according to plan. Nocturne finds (and possibly captures) the PCs. He explains that Dr. Clemente is performing medical experiments on children at Area 2501. He recruits their aid in breaking the kids out.

With Nocturne's help, the PCs raid Area 2501 and rescue the superpowered kids. Then Nocturne turns the children over to Father Dennis at the Celestial Spirit Fellowship, which is just what the two nameless men in the room wanted.

Breaking Down the Plot, Scene-by-Scene

Now that you know the broad plot arc, let's look at each scene, and go over what is supposed to happen.

Scene 1: Night Patrol

It's a hot night in Bedlam. The PCs are out patrolling the streets, looking for the Cold Killer, a parahuman fiend who has been hunting the homeless.

The scene opens just as they stumble across the Cold Killer in an alley. He is killing (or has just killed) another vagrant, and is about to abduct a child. The PCs fight him, presumably, but his victim is almost certainly dead. While the PCs are fighting the Cold Killer, a helicopter arrives to rescue him. He will probably escape, and even if he is captured he won't say who he works for or why he was murdering homeless men. The child almost certainly gets abducted.

If the PCs save the child, or if they do some follow-up work talking to homeless people who knew the dead man, they discover that he was a teacher named Greg Pelleg, and that he worked with superhuman children at a secret government facility. They may even find out that the name of the program is "Project Outlook Unlimited." The PCs might or might not learn the rest of Greg Pelleg's story—he objected to the project performing experiments on children, rescued one of his students, but didn't know where to turn next and wound up living on the streets of Bedlam.

The PCs will now have a chance to rest up, do some additional investigating or even pursue some other brief adventure before the next scene. They should not yet learn where the super-kids are being held, or the fact that the costumed vigilante known as Nocturne is already working this same case. They will learn all these things in time.

Scene 2: Recruitment

Agent Gina Bellini of the Pentagon Force Protection Agency finds the Player Characters and tells them that they need to come with her—their country requires it. Agent Bellini locates them wherever they are, even if they are in a place where no one should be able to find them.

What happens next depends on how the PCs respond. If they agree to come with her or ask to know more, she explains that there is a secret facility in the mountains where the Department of Defense tests parahumans and measures their level of power. If the PCs agree to participate in this program, they will not only get to find out more about the strengths and limits of their own powers, but will get a reward as well—the Pentagon has a lot of special prototype weapons equipment that haven't yet been introduced on the battlefield. Agent Bellini can arrange for them to get some of it, to keep.

What she doesn't tell the PCs is that this whole thing is a set-up. She has been assigned to Project Shiraz, the purpose of which is to kill, cripple or capture the costumed vigilante known as Nocturne before he shuts down or exposes Project Outlook Unlimited. She does indeed want to test the PCs' powers, but it's not to record them in some kind of government database. She wants to see if they are capable of defeating Nocturne.

If the PCs try to run away, Agent Bellini decides to take them by force. She unleashes a big mean Dept of Defense cyborg named Colonel Seacrest and some other cybernetically enhanced goons to hunt the PCs down.

The PCs may get captured, in which case they arrive at the next scene in manacles and things proceed much the same way as if they had agreed to help.

They might defeat Colonel Seacrest and his cyborg killers, or simply get away from them. If they do, then skip scene three and go straight

to scene four. Nocturne is watching them now, and he is about to get in touch.

If they agree to participate or if they get captured, the PCs are flown to Area 2501, a secret government facility hidden away inside a mountain. This is the very same facility that Greg Pelleg and Tommy Shanker escaped from, although the PCs don't have any way of knowing that, yet.

Once the Player Characters land at one of the base's heliports, they are taken inside, go down a special, secure elevator to the uppermost of the three basement levels, and are shown into a lab. It is important for the PCs to see the route they travel through the building to get to the labs on level three, since this is right next to the part of the building where the kids are being held. In fact the PCs are in a lab that is normally used to test the kids.

Dr. Reuben Clemente, the head of Project Outlook Unlimited, appears in person to test the PCs. Nothing about him suggests that he's a mad doctor who does terrible things to children. But he is. Cheery and pleasant (at least on this occasion) he wires the PCs into a virtual reality machine and explains that they are going to experience a simulated adventure.

Scene 3: Artificial Bedlam

The PCs enter a virtual reality simulation of Bedlam. It resembles the real Bedlam in most respects, but it's much cleaner and safer. They have been told that the object of the simulation is to place a tracking bug on an experimental combat vehicle called the "Delta Interceptor."

That isn't completely true. In fact the Delta Interceptor is Nocturne's vehicle, and the whole point of the exercise is to push the Player Characters into a simulated fight with Nocturne, to see if they can beat him.

The Delta Interceptor goes roaring off down the streets of Bedlam, and turns into the parking garage of the Beldam City Train Station. The PCs pursue it down to the garage's fourth level, only to lose it. After a little bit of searching, they find a concealed elevator, which takes them down to Nocturne's secret lair. They barely have a chance to explore his sanctum, when he attacks them. This is where the simulation probably ends. They defeat him, walk over to where the Delta Interceptor sits and plant the bug on it, or else he beats them into unconsciousness. In either case they wake up back in the lab.

Agent Bellini looks pleased, regardless of how well the PCs did, and she gives them a reward before sending them back to Bedlam—they can pick out some of the experimental weapons and devices that are under development at Area 2501 and use them in their own crime-fighting efforts. They are then released to the streets of Bedlam.

Scene 4: Nocturne

This next scene might begin immediately or it might begin after the PCs have had some unrelated adventure.

Nocturne has been watching the Player Characters. He knows that they might be able to lead him into the laboratories under Area 2501, since they have been there at least once. But he senses a trap. It's all much too neat and pat for his liking, having a resource like the PCs cross paths with him (Nocturne is kind of paranoid). Convinced that the PCs are secretly working for Doctor Clemente, he decides to confront them and beat the information he needs out of them, instead of asking for their help.

While the Player Characters are out on patrol, Nocturne suddenly attacks them. If he wins, the PCs wake up in his secret lair (which really is under the Bedlam Train Station, and looks pretty much the way it did in the simulation). If they start to beat him, he jumps in his Delta Interceptor and flees, ambushing them a little later and taking them prisoner. If the PCs pursue him, the pursuit is an eerie duplicate of the chase in the simulation—just as in Artificial Bedlam, he goes straight to the parking garage under the train station and ambushes them there.

In all likelihood the PCs wake up strapped to medical gurneys in Nocturne's lair, where he decides to have a talk with them. In the course of fighting them, he has realized that they aren't government agents, because they don't use the same moves or fighting techniques. Perhaps they would be good allies after all.

He tells them everything about Doctor Clemente, the experiments that are being

performed at Area 2501, the children that Dr. Clemente is holding prisoner and his own plans to rescue them. The PCs have seen the inside of Area 2501 and they know how to get down into the labs. Will they help him?

Because a lot of Players can't stand to see their characters get defeated and captured, we have also provided some alternate ways of getting Nocturne to open up to the PCs and invite them in on his scheme.

Some PCs might even refuse to help him altogether, and we have some suggestions about how to coax them into it, or how to end the scenario if they simply won't go along with the plot.

Scene 5: Raiding Area 2501

This is the big finish. After a little planning, the PCs and Nocturne sneak into Area 2501 and attempt to rescue the kids who are being held there. We outline a number of possible ways the PCs could go about breaking in, but ultimately the approach they take is up to them.

This final scene is a more freeform than the others. We've provided the GM with maps and room descriptions for the entire complex, stats for the various guards, traps and hazards they may encounter there (including some PL 9-10 villains the GM can add to the mix if the group starts having too easy a time of it), but what actually happens to the PCs once they walk through the door depends on how they behave, which doors they open and what the GM decides to throw at them. It's sort of like an old-fashioned "dungeon-crawl".

We have also provided you with stats and personalities for all twelve of the super-kids who are being held in the facility, as well as an extra-detailed map of their holding area and living quarters, with more elaborate notes than space allows us to list for the complex as a whole (it's *huge!*)

The twelve super-kids are the key to balancing this scenario out. All of them are willing to accompany and cooperate with the PCs (although some of them may balk at first). All of their powers have been temporarily suppressed, but they drugs begin to wear off as they make their way out of Area 2501. If the PCs are about to get overwhelmed and the GM wants to give them another chance to save themselves, have another kid's powers suddenly manifest, and let them come to the group's aid. If the PCs are doing too well and the scenario is getting dull, have one of the kids' powers erupt uncontrollably and mess things up.

Because Area 2501 is so big and contains so many individual rooms, there is no read-aloud "box-text" for this scene. We made this choice for two reasons. First, to keep the scene from becoming too unwieldy. the complex is so big that even the basic room descriptions go on for pages and pages. Any more verbiage and it would get really hard to find the important stuff buried in all the extra text.

Second, we found in playtesting that it's very hard to predict what the PCs will do and how the scene will play out ahead of time, so any boxed text we give you is likely to become a useless distraction.

While it's hard to tell what's going to happen in advance, the scene will almost certainly end in one of two ways. Either the PCs rescue the kids and get them to a safe refuge with the Celestial Spirit Fellowship, or the PCs fail and get captured. We conclude with two separate boxed-text endings to read to your PCs, depending on which happens, as well as notes on what might become of the PCs if they lose the fight and fall into Dr. Clemente's hands.

BEDLAM IN BEDLAM

PROLOGUE

The room is silent. Refrigerated air circulates within the complex, creating a slight breeze that bats at the manila folder sitting in the middle of a polished oak table.

Two men face each other from opposite ends of the table. One is in an Italian suit, the other in Army Dress Blues. The frames of aged leather chairs creak as the two shift in place. The clinking of ice cubes in a glass breaks the silence. The scent of amaretto lingers in the air.

"What are we going to do?"

"What can we do with a madman in control?"

"He's barely in control – and now..."

"I know."

"Project Shiraz?"

"Activate it. It's our only chance."

"Yes sir."

Weary eyes watch the aging soldier stalk out of the room and then drift to the folder on the table. One word stands out from the "Eyes Only" stamp covering the side of the cream colored paper: **NOCTURNE**.

SECNE 1: NIGHT PATROL

Bedlam is on edge. It always is before the rain starts. The restless energy in the air is like an itch that you can't quite reach--a nagging thing.

The normal varieties of night life are out on the pavement. The pushers are selling their wares, the gangsters are formalizing their borders, and the cops are protecting the streets for everyone—or at least for their own cut of the action. It's not these prowlers who interest you tonight. It's another kind of predator, one that preys on the city's most defenseless denizens—the homeless.

The shelters are over capacity and the cops don't want them in jail. The streets aren't a safe refuge. Something out there is hunting them. Something that can't be caught.

It started with the bodies. Frozen corpses in the middle of a blazing hot summer. Down at the coroner's office the rumor mill says that the first one took fourteen hours to thaw down enough to cut open. They were thinking about doing

the autopsy with a buzzsaw and a blowtorch. It seems clear to everyone that a metahuman is hunting transients and freezing them solid. Either that or an anti-metahuman group is trying to frame metahumans for these heinous crimes. In the heat of summer, the friction between metahuman rights groups and the anti-metahuman organizations has been heating up over what the papers are calling "The Cold Killer."

The sky finally opens up and lets the rain fall. The city seems to sigh in relief. The rain will wash away the city's collective prickly itch and bring some much needed comfort from the unbearable weather. Sirens wail in the distance. The rescue units are going to be out in force tonight. The rain always brings about accidents. People are always in a hurry when it rains. They always have something to do *right now*!

Right now, you've been tracking the Cold Killer on your own. Six nights in a row you've prowled rooftops and back alleys, seeking out the places where the lost and the desperate go. A week out in the summer nights where the average low temp is 85 degrees. It's been a long week.

PC's should make a Notice check vs. DC 15 to notice that something is amiss.

Success:

A tickling sensation ripples off the surface of your skin. A tingling that reminds you of cooler days. The heat and rain aren't so bad now. Something's not right though. Something that you can't quite get a handle on. Then you see the fog of your breath and things really go start to wrong.

The temperature around the PCs has just dropped from eighty-five degrees to about forty. Notice checks or Search checks (or other awareness ability) vs. DC 15 will reveal the cause of the sudden frigid weather. The Cold Killer is murdering someone in a nearby alley right now.

If they succeed at the Notice check, read them the following:

There's something going on in the alley to your left. A tall man dressed in white leather hunches over an indigent clutching a bottle. A child cringes at the sight of the two locked together.

At this point the PC's will have the opportunity to catch the Cold Killer flat footed. Sometimes you just get lucky.

Failure:

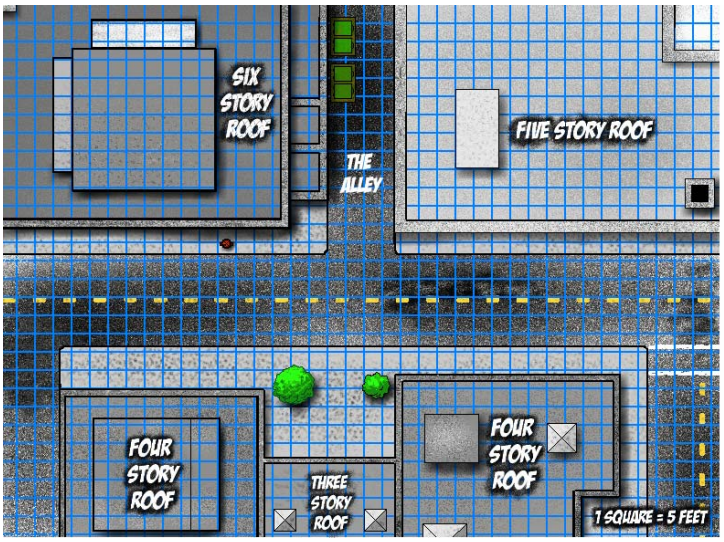
A horrible scream echoes out from the night. The fog of your breath grows thicker as the temperature drops. Frost is beginning to form on your forearms as the sudden plunge in temperature quick-freezes the rain that has soaked into your clothes. You hear the sound of glass breaking on concrete. You try to move, but find you cannot.

The PC has been frozen to the spot by the side-effects of the Cold Killer's power! At this point the PC's must make a STR check vs. DC 15 in order to move from their position. Game Masters should also note that any character with a Fire or heat-based power can use their power vs. DC 15 in order to melt the ice binding them. This takes a Move Action. Ingenious players may find all kinds of ways for their characters to use their powers to escape the clutches of the ice (for example a speedster might rub their hands together at super-speed to generate heat, a projective teleporter might teleport in a blast of hot air from outside the cold zone, a master of electricity might try to use a nearby metal object as a giant heating element, etc.). The GM should encourage this kind of creative power use and give anyone with a reasonable explanation of how they use their powers to break loose a chance to roll vs. DC 15. Once they are free, read them the following.

THE COLD KILLER REVEALED!

A large man dressed in white drags an unconscious child from the alley. The fog of his breath billows and forms into a cloud at his feet. Intense coldness radiates from the figure. The man looks at you and his eyes flicker behind his sunglasses. He does not seem pleased to see you.

At this point PC's should roll Initiative and begin combat. The battle map we've included on this page can be used for either version of the fight. If the PCs got the jump on the Cold Killer, then put him in the alley with his back turned towards them. If they didn't spot him in time, then he's standing just outside the alley mouth, facing them.



IN THE CLUTCHES OF COLD DEATH!

(Running the first combat of the adventure)

The Cold Killer doesn't fight fair. He will hit people in the back, he will strike PCs who are already down. He has no sympathy for innocent bystanders. Yet even though he is holding a child on one arm, he won't think to threaten his hostage. The kid is the mission objective and it's his job to retrieve him alive. Threatening hostages is a tactic he seldom bothers with, anyway. He cares so little about human life that he has difficulty remembering that other people think it has value. While he has no objection to killing heroes, the battle probably won't last long enough for him to have the chance.

Should combat last more than four rounds, the Bedlam Police Special Assault Squad will show up to quarantine the area. The Cold Killer will only fight until he is Bruised or Staggered. He then calls for extraction. Read the passage below to describe it.

Everything falls silent for an instant before spotlights dot the street with piercing light from above. The spots converge on the Cold Killer and an instant later wind from powerful rotor blades whips everything into a frenzy. Blinded by both the spotlights and the swirling mix of dust and papers, all you can make out is the Cold Killer gripping a rope ladder with one hand and the child with the other. Moments later, the light, the wind and choppers are gone.

GM's Option: But What If They Beat Him Senseless?

This fight is set up in such a way that the Cold Killer can probably escape. He calls for extraction whenever the PCs start to get the better of him and help arrives at whatever moment the GM thinks would work best. But not all PCs are going to stand still and let him fly off into the night, particularly if they've just seen him kill a helpless man. If they hit him with everything they've got they might well be able to take him down before he can get away.

There are two basic ways of dealing with this disruption. Prevent it, or go with it. If you want to make sure the Cold Killer gets away, then throw a last second distraction at the PCs. The Bedlam City Police Special Assault Squad (see Page 20 at the end of this chapter) is looking for the Cold Killer, too. They don't think very highly of superheroes and they tend to shoot without asking questions first. Perhaps they show up at the very moment the Cold Killer is making his escape, point guns at everyone and scream at the PCs to put their hands on their heads and lie down on the ground. If this doesn't distract them for long enough for the Cold Killer to get away, a three-way firefight ensues and he slips away during the chaos.

Alternatively, the PCs might take the Cold Killer prisoner and turn him over to the police themselves. This won't hurt the overall plot arc. If he is taken into custody, the Cold Killer remains silent, staring at everyone and everything in disinterest. He is utterly, horribly blank, unfazed by anything the PCs or the cops do or say to him.

PCs who read his mind can find out more about him and his motivations. He doesn't really know a whole lot about Project Shiraz, just that he was asked to kill a particular bum and retrieve a particular kid. He doesn't work directly for Dr. Clemente and he has never seen Colonel Seacrest face-to-face. He gets moved around between secret military bases, but he doesn't actually know where any of them are located, nor does he care. He's pretty sure that he's been overseas, in Europe and on some kind of huge air force base in the Middle East, but he doesn't know precisely where. The planes they fly him around in have no windows.

Forensic analysis reveals nothing about him. His fingerprints are in none of the national databases, nor are his retina-scans or his DNA. He seems to have no criminal record, and matches no face found in any book of mug shots. While he is being transferred to the city jail, he disappears. It looks as though there was some kind of administrative foul-up—he's listed as having been on a transport truck to a central holding facility, but there is no record of him having arrived at the other end. If the PCs have some means of examining the records, a Knowledge (Civics) roll vs. DC 20 reveals that in fact no such transport truck actually left the police station. The whole thing seems to have existed only on paper. The Bedlam police shrug and say that they're underfunded and that administrative mistakes happen.

Don't do this if you think it would be too frustrating for your Players. The Cold Killer doesn't play an active role in the rest of the scenario, so there's no compelling reason not to leave him in a cell. If you do decide that he vanishes from police custody (either due to a bribe or a stern warning from the Feds) then make sure they don't find out about it until after the scenario ends, or they're sure to waste time and send the plot off its rails hunting him down again.

After the Battle

Regardless of whether the PCs manage to capture the Cold Killer or save Greg Pelleg, agents from the Anti-Terror/Force Protection, (a subsection of the Pentagon Force Protection Agency that reports to the Department of Defense) will approach the PC's after the battle is over (even if this is in a jail cell, a hospital bed or in their own homes). This happens in the next scene "Recruitment", on Page 27. Game Masters should tailor the details of *Recruitment* to the ending of *Night Patrol*.

In between scenes, the Player Characters may or may not have a chance to do more investigating, talk to any government contacts they might have about the Cold Killer and Project Outlook Unlimited, or hit the streets and start asking other homeless people about Greg Pelleg. It all depends on whether they are in jail, in a hospital or walking around loose (and

of course on how the GM wants to handle the next scene). If they are unhurt and at large, they could even have some other brief adventure before the next scene begins. Remember that the GM can cut the investigating phase short if the PCs are wasting too much time or in danger of learning too many secrets, by having Agent Bellini pop up out of nowhere and start the next scene.

Whether or not he escaped, as soon as the Cold Killer gets back in touch with his bosses he tells them that the PCs were incredibly tough, and that this is why they were able to hold their own a against him—it wasn't his fault. He says this mostly to cover himself, but his bosses take it seriously. Word gets through to Project Shiraz and it isn't very long before Agent Bellini starts to wonder if the Player Characters might be able to take out Nocturne for her. She makes arrangements to have the Player Characters brought in and their powers studied.

For his part, Nocturne is now interested in the PCs himself. He hears enough about the fight in the alley to realize that someone in Project Outlook Unlimited must have had a crisis of conscience and escaped with one of the kids, only to get hunted down by the Cold Killer. He finds it incredibly suspicious that an ordinary person could escape from Area 2501 by themselves with one of the project's assets. He's almost sure that this must be a set-up. If it is, then the fight in the alley must have been one too. The PCs, he muses, are probably government agents themselves, and they are being made to look like potential allies for him to join up with, so that they can betray him later (Nocturne is a little paranoid). But he doesn't know this for sure, so he'll try keeping tabs on the PCs from a distance until he can find out more about them.

In most versions of the plot, Greg Pelleg is now dead and Tommy Shanker, the boy he was trying to protect, has been recaptured. Call that the default value. If that's not how it worked out, then the PCs are going to have to find some way to keep one or both of them alive and safe. Remember that Tommy is a teleporter, so whenever the GM finds that he's overcomplicating things with his presence, Tommy can leave the scenario simply by teleporting off to places unknown. Neither Tommy nor Greg should be present when Agent Bellini approaches the PCs at the beginning of Scene Two.

Here are some options for what the PCs might be able to find out in the meantime.

Investigating Further

If the PC's try to find out more information on the homeless man whom the Cold Killer attacked, they will learn that he said he was an elementary school teacher who had hit the skids due to the economic crisis. A Gather Info Check will reveal the following from his fellow street denizens:

DC 10: *"He just started showing up one day about 3 weeks ago. Don't know anything about him, except that he used to teach. He had a way about him. His kid was weird."*

DC 15: *"He keeps talking about how he was once in a government project called 'Outlook Something.' Said he was a teacher. He kept going on about 'eugenetics' experiments. The kid knew things. He was kind of creepy, but it may have been the wine."*

DC 20: "*He showed me his government ID card once. His name's Greg something. He said that he was supposed to turn it in, but when he found out that the government goons were after him, he just bailed. Something about an assassin. Kid's hands were always dirty."*

DC 25: *"His name was Greg Pelleg. He was a teacher. He said he was working for a special project under the Department of Defense. Half of the time he had a bottle of Boone's Farm in his hand though. It's a shame. There was a kindness to him. He was patient, but so paranoid. He saw things that just weren't there. The kid saw things too. He was an odd one. Had a barcode on the back of his hand."*

You could of course just let your players make a die roll and then read them the appropriate passage from above, but you could also let them roleplay the encounters where they learn the information. A GM with a flair for the dramatic could even run a series of brief, rapid-fire dialogue scenes as a kind of montage, jumping from one encounter directly to the next without

bothering to describe how the PCs walk down yet another alley and see yet another bum huddled there. In case the GM would like to roleplay the PCs' encounters with other homeless folks on the streets of Bedlam, we have stats and background information for a few of them at the end of this chapter, on Pages 23-26.

What's with Pelleg?

For the GM's edification, here's the whole truth. Gregory Pelleg was recruited by DARPA (Defense Advanced Research Projects Agency), a subsection of the Department of Defense, as a grade school Social Studies teacher. The children he taught were metahumans, produced by a eugenics program called Outlook Unlimited. Pelleg was hired to teach the super-powered children the values of American life and the United States government, and how to use their powers to assist the Department of Defense in defending the United States of America.

Through time and a little research, Pelleg found that the children were being trained as weapons for the United States government.

Of course America has had superhuman protectors since the 1940s and before, but they were always independent and unreliable, hampered by ethical qualms and mysterious agendas of their own. Not the sort of people you could count on to take orders, or trust with assignments that civilians might mistakenly view as immoral or illegal. Dept of Defense needs supermen who it can rely on absolutely, whose loyalty to the Department (and the country, of course) is total. Dictators, tyrants and warlords all around the world raise metahumans from birth as their personal pets, loyal unto death—why not America?

Once Pelleg found out about the true goals of Project Outlook Unlimited, he began to make waves. Unable to change things from the inside, he decided to leave and go public. Soon he found that his formerly supervised freedom was now under restriction. Pelleg convinced one of the children, a powerful psychic, to help him escape the facility (her name is Miko—see Page 160). The Cold Killer was soon on his trail.

Talking to Government Contacts

If one or more of the PCs has a contact in the Intelligence community, they may or may not be able to get good information out of them. It's strictly up to the GM. Remember that Agent Bellini can pop up whenever the PCs are in danger of learning too much.

A Gather Information Check will reveal the following from a contact in the intelligence community:

Failure: *"The CIA used to run a mind control and parahuman research program called MK Ultra, but that happened back in the fifties and sixties. Senator Frank Church found out about it in the 1970s, there were Senate hearings, the whole thing got shut down. If a street bum has been talking about secret government mind control projects and experiments on children, he's probably read some variation on the MK-Ultra story in a cheap paperback. Don't bring me stuff like this. You're using up your favors on nothing."*

DC 15: *"I've heard of a guy like your 'Cold Killer.' You sometimes hear these rumors about mind control experiments back in the sixties that created a whole generation of superhuman government agents. Most went nuts or died in service, but a couple of them are supposed to still be out there. I heard about one who kills people by freezing them. This is all very Deep Background, very Black Ops. I wouldn't be able to find out which agency this Cold Killer guy works for or what base he operates out of—it's all way above my level. And kind of unhealthy to be asking about, know what I'm saying? But my guess is that it would have to be Department of Defense. The CIA got burned badly while they were trying to cook up parahumans back in the sixties, so for the last few decades most secret metahuman assassins have worked for the Pentagon."*

DC 20: *"The Cold Killer? I've heard of him. Not by that name, but I know who you mean. Here's a little history for you. Back in the fifties, the Director of the CIA, a paranoid old gent with a moustache named Allen Dulles, cooked up a program called Project MK Ultra. They had a pretty wide brief—mind control, parahuman research, psychic weaponry, that kind of thing.*

They had a few successes and a lot of ugly failures. Made a couple of superhumans, including the vigilante called Nocturne, who you may have heard of—he went rogue after a few missions and he works for himself these days. There was also supposed to be a guy who could freeze people to death, who I guess could still be out there somewhere, killing people for the Pentagon. In the 1970s someone tipped off Senator Frank Church and he held a Senate investigation. They got MK Ultra shut down and caused the Agency a lot of embarrassment. The Church Commission didn't find out half of the stuff MK Ultra was up to, though. A lot of it got shifted over to the Department of Defense, which is where the guy you call the Cold Killer works now. If you've run into the Cold Killer, he was after somebody who military intelligence wanted dead, you can bet on it."

DC 25: *"I've heard rumors about this. Let me fill you in on some back-story, first. Back in the sixties, the CIA used to run a mind control and parahuman research program called MK Ultra. Senator Frank Church found out about it in the 1970s, there were Senate hearings, the whole thing got shut down. But before it did, they had created some bona-fide parahumans operatives. The masked vigilante called Nocturne is supposed to be one of them, although he stopped working for the government early on. Another one fits the description of your 'Cold Killer', and if you've run into him on a mission, then I suppose he must still be an active operative. These days the word is that the kind of research that Project MK Ultra was doing to create metahumans is handled through a Department of Defense program called Project Outlook Unlimited. Extremely secret stuff. Secret enough that they might send a guy like the Cold Killer to help cover it up."*

DC 30: *"I've heard of the guy you ran into the other night—the one you called the Cold Killer. If he's the guy I'm thinking of, he's been one of military intelligence's best-kept secrets for decades. They send him out to kill people who they can't legally assassinate. He doesn't work for any one particular division, they kind of shuttle him around to where he's needed. I've heard that he's been working with Project Outlook Unlimited lately—that's the Pentagon's super-secret parahuman research division. Of course it used to be that the CIA was responsible for making the government's secret supermen. They had this thing called Project MK Ultra—their mind control, psychic research, and parahumans research division. That's actually the project that created the Cold Killer in the first place, and that super-vigilante, what's his name—Nocturne. Of course Nocturne doesn't work for anybody but himself these days. They sent him on one too many really wet missions in East Germany and he said to hell with it. Then Project MK Ultra got exposed to a Senate Subcommittee and they had to shift a lot of it over to Department of Defense. Which is why Outlook Unlimited is a Pentagon Program and not a CIA one. If they really have been doing experiments on kids, which is what this sounds like, then you might want to tell Nocturne, if you can find him. They say he hates stuff like that."*

Information That They *Shouldn't* Learn

In playtesting, we found that the following details should be kept away from the PCs at all costs, to avoid spoiling the mystery and disrupting the plot.

Dr. Clemente's Name

If the PCs know who Dr. Clemente is when they meet him, they will probably want to attack him, and to start the whole rescue phase of the scenario much too early. Remember that Greg Pelleg didn't know who the project's leaders were, he was just a teacher.

The Location of Area 2501

Greg Pelleg didn't know where the facility was—he arrived for work every day on an unmarked bus with the windows blacked out. If the PCs find out the location ahead of time, they may go charging off there to rescue the kids immediately and miss most of the adventure. Nor should they know what Area 2501 looks like ahead of time, or else they'll recognize it when they first land there and they'll try to rescue the kids too early, before they've had a chance to meet Nocturne or find out about his plan.

The Name *"Area 2501"*

If the PCs find out about Project Outlook Unlimited, they should know about it only by that name. They shouldn't know that it is centralized in one location and they certainly shouldn't know what that location is called, or else when they visit the facility for the first time they're sure to break loose from their guards and run off looking for the kids, which as we mentioned above tips the final scenario over too early and makes the whole adventure look kind of sketchy and thin.

Adjusting Scene 1 to Match Your Campaign's PL

As mentioned above, we assume that you have a group of about four PL 10 Player Characters. There are a number of ways to scale the encounter up or down to fit bigger groups, smaller groups or groups with different PLs.

The Cold Killer should be 1-2 Power Levels above the average Power Level of the group. This will provide a challenging encounter for the group and start the adventure off in the right direction. We've made him PL 11 here, but adjust his combat scores (his Attack, Defense and the PL on his attack powers) up or down if the PCs are higher or lower than PL 10. For simplicity's sake, don't bother messing with his stats, Saves, skills or feats—just crank his combat stats up or down until they are 1-2 PLs higher than the average PC.

If your group is bigger than average (more than five PCs) then the Cold Killer is likely to get overwhelmed before he has a chance to escape. That might be okay, depending on how you want to play the scene and whether or not you want Greg Pelleg to survive. We have a whole section on how to cope with this situation (see "What if they Beat Him Senseless" on Page 13).

If however you would prefer for him to escape, or if you are afraid that he won't provide enough of a challenge for the PCs, then add a complication to the fight. We have a ready-made one for you.

The Bedlam Police Special Assault Squad are hunting the Cold Killer and they could stumble over him at the exact same moment as the PCs. The Special Assault Squad is Bedlam's anti-parahuman squad and they don't like or trust superheroes. The PCs should be aware of this, and know that the squad's arrival on the scene might mean trouble for them (if you feel your players should make a Knowledge Check in order to know about the Special Assault Squad's attitude toward parahumans, then it should be a Knowledge: Streetwise Check vs. DC 10). If you need to add some extra challenge for a big PC superteam, the Special Assault Squad bursts onto the scene just as the PCs start to fight the Cold Killer, waving their guns and yelling at everyone to put their hands on their heads and lie down on the ground. If the PCs do anything but instantly surrender to the cops (and what PC group ever would?) the Special Assault Squad opens fire on everyone. They do this even if the PCs don't attack them, even if they just try to explain that they're here to help. Any action but putting their hands on their head and lying face-down on the pavement (which would of course expose them to an attack from the Cold Killer) results in a hail of bullets. If you decide to use this option, there should be two members of the Special Assault Squad present per Player Character. To add to the challenge posed by all the guns and bullets, the PCs really can't afford to hurt the cops too badly, and will have to pull their punches to keep from killing any of them and getting branded as criminals.

If that still isn't enough challenge, we've included an optional character—an incredibly skilled, legendary PL 9 police officer who may happen to be on patrol with the squad tonight. She's crazy, unpredictable and violent and she always shoots first when parahumans are in her sights. You can find her stats and background information on Page 21.

NPCs for This Scene

We begin with the NPCs for the first encounter, starting with the Cold Killer, Greg Pelleg and the child he was trying to protect. Then we move on to characters who might show up in this scene, for example the Bedlam Police's anti-parahuman squad, and then on to detail some of the homeless people the PCs may interview for information once the battle is over.

The Cold Killer
PL: 11

Str: 16 (+3) **Dex:** 16 (+3) **Con:** 18 (+4)
Int: 14 (+2) **Wis:** 14 (+2) **Cha:** 10 (+0)
Initiative: 7 **Attack Bonus**: 11 **Defense:** 9 (3 if caught flatfooted)
Toughness Save: 10 (4 if caught flatfooted)
Fortitude Save: 4 **Reflexes Save:** 6
Willpower Save: 5

Skills: Bluff 4 (+4), Drive 3 (+6), Gather Information 8 (+8), Intimidate 10 (+10), Notice 6 (+8), Stealth 10 (+13)
Feats: Connected, Defensive Roll 6, Dodge Focus 5, Equipment 2 (10 Points of Equipment), Improved Initiative, Move-By Action, Sneak Attack
Powers: Drain Constitution 12 (Extras: Vampiric, Ranged), Cold Control 12 (Power Feats: Alternate Powers [Blast, Trip]; Flaw: Only works after he has drained at least 10 Points of Constitution from one or more victims)
Equipment: Protective Goggles (Dazzle Protection [Visual] 5, Super-Senses [Low-Light Vision]), Pistol (Ranged Weapon, 4 Damage), Scrambled Walkie-Talkie
Background: Like Nocturne, the Cold Killer has a military background. Unlike Nocturne, he is happy to work for the machine that created him. It provides him with the opportunity to indulge his only real pleasure—watching his prey fall lifeless and stiff to the floor, solid and silent. Nothing gives him much satisfaction, not friendship or women or even alcohol (although he still drinks a lot of it). Even killing people turned out to be kind of disappointing. But watching them fall and crack and shatter—that never gets old. The only thing he thinks he would enjoy more would be to stare out across an endless, empty, plane of ice, smooth as glass, stretching off to infinity under a cold black sky and know that he is the last living thing in the world. That would really be something, he thinks. In fact this image has haunted him with its sick beauty since he was a very small child.

The PCs probably won't get to learn much about the Cold Killer's inner life unless they use telepathy on him. He seldom speaks to his prey.

Gregory Pelleg
PL: 1

Str: 10 (+0) **Dex:** 10 (+0) **Con:** 12 (+1)
Int: 14 (+2) **Wis:** 12 (+1) **Cha:** 12 (+1)
Initiative: 0 **Attack Bonus**: 1 **Defense:** 1
Toughness Save: 1 **Fortitude Save:** 1
Reflexes Save: 1 **Willpower Save:** 1

Skills: Climb 3 (+3), Computers 3 (+5), Knowledge (Civics) 6 (+8), Knowledge (History) 5 (+7), Knowledge (Streetwise) 1 (+3), Notice 5 (+6), Profession (teacher) 3 (+5), Search 4 (+5), Stealth 2 (+2)
Background: One of the ironies of Greg Pelleg's position is that he was always the children's least-favorite teacher. A stiff, unsympathetic disciplinarian, he was unpopular with his students. Yet he was also the only one who stood up for them.

The PCs will probably never get to know Greg as anything but a dead martyr. But if the GM decides that he survives his encounter with the Cold Killer, they will find him to be less than heroic. A rigid, angry man, he sees the world in simple black and white terms. He used to view the government at totally good, now he sees it as totally bad. He still believes in America and the flag (in fact he thinks people should be executed for burning it) but has utterly lost his faith in the people running the country right now. This has actually made it harder for him to figure out what to do after his escape, since he no longer trusts anyone in the federal government. He thought about going to the police, but doesn't trust them either, anymore. He thought about going to the newspapers, but he hates the "liberal press" too much and he thinks they'd sell him out to the people who are hunting him. Greg doesn't have a lot of friends he could ask for help and he has managed to alienate most of his family over the years. In any case he would never dream of putting them in danger by turning to them for aid.
It never even occurred to Greg to turn to the superheroes for help, since he considers them lawless vigilantes who ought to be thrown in jail. So instead of going to anyone for aid he wanders the streets and tries to survive from day-to-day while he dithers over what to do next. All the while the Cold Killer gets closer.

Greg always does whatever he considers to be the "right" thing to do, no matter how

impolite, annoying or foolhardy it might be. He rescued the kid (Tommy Shanker) because it seemed to be the correct thing to do, not out of any affection for him. He tries hard to provide for Tommy and keep him safe, but this too is a matter of his rigid principles, rather than any genuine human warmth.

Greg was the only one who ever figured out that one of the kids (Miko Nobyashi see her description on Page 160) had already gained full command of her telepathic powers and he talked her into using her psychic abilities to conceal his escape. Did she in fact use her telepathy to manipulate Greg into this whole scenario? That's difficult to say.

Tommy Shanker (before he gains control of his powers)
PL: 0

Str: 8 (-1) **Dex:** 10 (+0) **Con:** 10 (+0)
Int: 16 (+3) **Wis:** 8 (-1) **Cha:** 10 (+0)
Initiative: 0 **Attack Bonus**: 0 **Defense:** 0
Toughness Save: 0 **Fortitude Save:** 0
Reflexes Save: 0 **Willpower Save:** -1

Skills: Bluff 5 (+5), Diplomacy 5 (+5), Disable Device 2 (+2), Gather Information 3 (+3), Knowledge (Earth Sciences), 2 (+5), Knowledge (Life Sciences), 1 (+4) Knowledge (Physical Sciences) 1(+4), Notice 4 (+3), Sense Motive 4 (+3), Stealth 2 (+2)
Feats: Elusive Target, Improved Defense

Tommy Shanker (After he gains control of his powers)
PL: 8

Str: 8 (-1) **Dex:** 10 (+0) **Con:** 10 (+0)
Int: 16 (+3) **Wis:** 8 (-1) **Cha:** 10 (+0)
Initiative: 8 **Attack Bonus**: 0 **Defense:** 8 (+0 flatfooted) **Toughness Save:** 8 (+0 flatfooted)
Fortitude Save: 3
Reflexes Save: 8 **Willpower Save:** -1

Skills: Bluff 5 (+5), Diplomacy 5 (+5), Disable Device 2 (+2), Gather Information 3 (+3), Knowledge (Earth Sciences), 2 (+5), Knowledge (Life Sciences), 1 (+4) Knowledge (Physical Sciences) 1 (+4), Notice 4 (+3), Sense Motive 4 (+3), Stealth 2 (+2)
Feats: Defensive Roll 8, Dodge Focus 8, Elusive Target, Improved Block. Improved Defense, Improved Initiative 2, Move-by Action
Powers: Teleport 8 (Range: 800 feet, Extended Range: 2,000 miles; Power Feats: Change Direction, Change Velocity, Easy, Turnabout; Extras: Accurate)
Background: Eleven years old and small for his age, Tommy is a round-faced, freckled boy with wary, watchful eyes. He's plump, but not obese, and hurries to keep up with adults as they walk.

If the PCs get to know Tommy at all, they will find him an odd and sometimes frustrating boy. He's unusually bright, capable of doing twelfth-grade work in seventh grade, but he grew up inside a secret research facility and long years of imprisonment have broken his spirit.

The other kids called him "Tommy the Toad" because he was so desperate to ingratiate himself with teachers and other authority figures. Show him kindness and he shies away, mistrusting it. Bully him and he becomes eager to please. He has a weird and unpleasant habit of copying anyone who bullies or threatens him, trying to be as much like them as possible. This trait made him Greg Pelleg's favorite student. Tommy the Toad imitated all of Greg's stiff mannerisms and copied all of his rigid beliefs, in a desperate fawning attempt to curry favor with his most dreaded teacher.

Unable to recognize this as pathological behavior, Greg felt that Tommy was his best and most obedient student, so when he had to pick a single kid to rescue, he had no difficulty choosing him.

Unlike a lot of the kids in the program, Tommy can remember his last name and his life before he vanished into the bowels of Project Outlook Unlimited. He was an orphan, shuttled around between foster homes, some of which were good and some of which were really bad. He is painfully aware that he has no family members to turn to, no resources to fall back on. His superhuman ability was kept carefully suppressed while he was being studied, but the drugs have worn off now, and he could discover it at any second. He's a teleporter, and if the GM wants him to evade the PCs, when the fight the Cold Killer begins, his power suddenly manifests and he teleports away from the scene. Agents of the Pentagon Force Protection Agency find him later and bring him back to Doctor Clemente. The Doctor understands that Tommy

has a weak personality and that was under Mr. Pelleg's influence, and doesn't have him punished. If the PCs later break into the facility where he is being held, Tommy will be eager to go with them back into the outside world, not because he misses it (the days he spent on the outside were even more terrifying and depressing than the time he spent in captivity) but because the PCs look scary and threatening and he wants to please them.

If the PCs get into a fight and Tommy is with them, and has come into full command of his powers, he will try to help them, but he's too cowardly to attack anyone from the front, and will instead try to teleport behind them, hit them from the back and then teleport away before they have a chance turn around and clobber him. His attitude toward killing or doing grievous bodily harm to an opponent exactly mirrors whatever he thinks the PCs' attitude is. If he thinks they don't want to seriously hurt anybody, then he tries not to. If he thinks they are killers, then he kills for them.

Bedlam Police Special Assault Squad

PL: 6

Str: 14 (+2) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 10 (+0) **Wis:** 12 (+1) **Cha:** 12 (+1)

Initiative: 1 **Attack Bonus**: 6 **Defense:** 6
Toughness Save: 5 (+1 without body armor)
Fortitude Save: 4 **Reflexes Save:** 5
Willpower Save: 3

Skills: Drive 3 (+4), Intimidate 4 (+5), Medicine 2 (+3), Knowledge (Tactics) +4 (+4), Notice 6 (+7), Profession (policeman) 4 (+4), Stealth 5 (+6)
Feats: Equipment 3 (15 pts. of equipment)
Equipment: Body Armor (+4 Toughness), Assault Rifle (Ranged Weapon, 5 damage [Extra: Autofire]), Tonfa (Melee Weapon, 2 Damage)
Background: The PCs aren't the only ones watching the streets tonight. Officers from Bedlam's elite police anti-parahuman unit, the Special Assault Squad, are also stalking the Cold Killer. The PCs probably won't encounter them, at least the way the first scene is written. But the GM could decide to introduce them as an additional plot complication, either before or after the PCs take down the Cold Killer.

A badly underfunded unit, constantly short on the equipment and resources they need to fight superpowered crime, they nonetheless have some of the highest morale among Bedlam's police. They also have the least corruption within their ranks—which does not mean that they are totally clean. It's not surprising that morale is so good. Despite their lack of funding, they have an excellent record of killing supervillains, and a fair-to-medium record of capturing them alive. They are separate from the city's SWAT teams, better trained, better equipped and less casual about the safety of innocent bystanders (though there have still been one or two unfortunate incidents). The location of their headquarters is a carefully kept secret, but it is widely suspected to be the First Precinct—the largest police station downtown.

The members of the Special Assault Squad have fought enough superbeings and taken enough casualties doing it that they regard anyone in a costume with suspicion, whether they're a hero or a villain. While the GM may decide to have them cooperate with the PCs, they are more likely to interfere with or even attack them.

While they may hinder or even come into direct conflict with the heroes, the GM should remember that the members of the Bedlam Police Special Assault Squad are

innocent bystanders attempting to protect the city and its denizens. If the PC's start endangering the lives of Bedlam's Finest, their reputation scores should be penalized. They are after all, heroes!

Police Sharpshooter
PL: 6

Str: 12 (+1) **Dex:** 18 (+4) **Con:** 12 (+1)
Int: 12 (+1) **Wis:** 16 (+3) **Cha:** 10 (+0)
Initiative: 7 **Attack Bonus**: 6 **Defense:** 6
Toughness Save: 6 (+1 flatfooted)
Fortitude Save: 6 **Reflexes Save:** 6
Willpower Save: 6

Skills: Climb 10 (+11), Intimidate 3 (+3), Knowledge (tactics) 4 (+5), Notice 8 (+11), Profession (Policeman) 4 (+5), Stealth 7 (+11), Survival 7 (+10)
Feats: Accurate Attack, Defensive Roll 5, Elusive Target, Equipment 1 (5 pts. of equipment), Improved Aim, Improved Critical (With Sniper Rifle), Improved Initaitive 2, Sneak Attack, Track
Equipment: Sniper Rifle (Ranged Weapon, 5 damage)
Background: The Special Assault Squad doesn't normally bring snipers to fights like the one in the alley—there isn't enough time for them to get into position. However, if you think the PCs don't have enough of a challenge to face, and you want to use the Special Assault Squad as an antagonist, you can beef up their ranks by putting a sharpshooter or two in their midst.

While they would normally be placed on a rooftop, blocks away from the action, if they've been called out on short notice they will instead be in the middle of the Special Assault Squad's formation.

The Bedlam Police don't have enough snipers, and try their best to hang onto the ones they have with the best pay and benefits they can afford to offer. This has made some of their sharpshooters get dangerously careless about safety, since it's so hard to get fired, even if you accidentally hurt a civilian.

Because the department regards sharpshooters as a precious asset, the Special Assault Squad is under instructions to keep their sniper as safe as they can.

"Crazy Sherry" Stavros

PL: 9

Str: 16 (+3) **Dex:** 18 (+4) **Con:** 14 (+2)
Int: 14 (+2) **Wis:** 12 (+1) **Cha:** 16 (+3)
Initiative: 8 **Attack Bonus**: 9 (+11 Melee)
Defense: 11 **Toughness Save:** 6 (+2 if caught flatfooted) **Fortitude Save:** 8 **Reflexes Save:** 9 **Willpower Save:** 8

Skills: Acrobatics 7 (+11), Bluff 5 (+8), Climb 8 (+11), Concentration 5 (+6), Escape Artist 4 (+8), Gather Information 9 (+12), Intimidate 9 (+12), Investigate 7 (+9), Knowledge (Popular Culture) 5 (+7), Knowledge (Streetwise) 8 (+10), Notice 8 (+9), Profession (Police Officer) 7 (+9), Search 7 (+8), Stealth 6 (+10)
Feats: Accurate Attack, Acrobatic Bluff, Assessment, Attack Focus (Ranged), Attractive, Critical Strike, Defensive Attack, Defensive Roll 4, Elusive Target, Equipment 2 (10 pts. of equipment), Evasion 2, Improved Critical (with pistol), Improved Defense, Improved Initiative, Improved Trip, Power Attack, Quick-Draw, Redirect, Sneak Attack, Takedown Attack, Uncanny Dodge
Equipment: Brass Knuckles (Melee Weapon, 5

Damage), Huge Pistol (Ranged Weapon, 5 damage)
Complications: Crazy, violent, unpredictable drunk who hates superhumans.
Background: Every police force seems to have one detective who is more talented than all the others. Bedlam's best cop is, unfortunately, Detective-Lieutenant Sharon Stavros. Controversial inside and out of the department, she is a phenomenally skilled combatant but has an unstable, hotheaded personality. Sherry has a problem with alcohol and a problem with crystal meth and a problem with all the men in her life. She takes insane risks in combat, and people whisper behind her back that she was indirectly responsible for the deaths of her last four partners.

She gets into fistfights in bars, on public transit and sometimes in the waiting room of her psychiatrist's office. If she wins, she taunts her opponent and kicks them while they are down. If she starts to lose, she produces her badge and arrests them.

Sherry's second partner was killed by a supervillain, and from that moment forward she has hated all parahumans, good and bad, with the same lunatic fury that she normally reserves for her five ex-husbands (there were six but one got shot in the back of the head while walking home with his new wife—no perpetrator was ever found).

Any PC who works the streets of Bedlam has heard of Crazy Sherry and her bad reputation on a Streetwise Check vs. DC 10.

She has technically been suspended, after an ugly incident in which a young hooligan tried to mug her new boyfriend. Sherry was off-duty, but had a gun on her person and chased the assailant off with it. Then she shot him the kid the back as he ran away and asked him for her boyfriend's wallet. The kid groaned that he had already dropped it, so Sherry shot him in the back again and angrily told the bystanders not to call 911. "Let him die!" she said (someone called anyway and the kid didn't die). She then made some unfortunate remarks about African-Americans, which got into the newspapers. Sherry was high on crystal meth at the time the incident occurred, which didn't help matters.

Although she is on suspension, Sherry still has a lot of friends in the department who respect her skills and admire her attitude. She is particularly well-liked within the Bedlam Police Special Assault Squad, since so many of them share her attitude about superhumans. Although it's illegal, Sherry has been informally riding with them on patrol, and if the GM wants to give the PCs an extra challenge, let her be with the team when they come across the PCs and the Cold Killer. Sherry will be very quick to resort to violence. Frankly she'd sooner take a cape's life than not.

Bedlam Police Officer
PL: 3

Str: 14 (+2) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 10 (+0) **Wis:** 12 (+1) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus**:3 **Defense:** 3
Toughness Save: 4 (+1 without body armor)
Fortitude Save: 3
Reflexes Save: 1 **Willpower Save:** 3

Skills: Climb 2 (+4), Drive 2 (+3), Intimidate 5 (+6), Investigate 4 (+4), Knowledge (Civics) 3 (+3), Medicine 2 (+3), Notice 4 (+5), Profession (Police Officer) 4 (+4), Search 3 (+4), Stealth 2 (+3)
Feats: Equipment 2 (10 pts. of equipment), Improved Grapple, Quick-Draw
Equipment: Nightstick (Melee Weapon, 3 Damage), Pistol (Ranged Weapon, 3 Damage)
Background: While there is no specific place in this scenario where the PCs have to encounter an ordinary Bedlam cop, we've provided you with these stats just in case.

Bedlam's police are sometimes called "the finest" by the local citizens, but they mean it in an ironic kind of way. Two recent corruption scandals have left them with an unsavory reputation.

The city claims to have thirteen-hundred officers on the force, but in fact there are only nine-hundred or so. A typical beat cop patrols in a battered up old Crown Victoria squad car, either with or without a partner as the precinct's budget allows. Officially everyone has a partner and the Department would never send an officer out unprotected and alone. But this is blatantly untrue.

Quite a few of Bedlam's finest can be bribed, but contrary to popular belief not many of them shake people down for protection money or run errands for organized crime. Their cruisers are old and worn-down looking,

with no computers and dented fenders. They have to call suspicious license plate numbers in to the dispatcher to have them looked up—they can't do it themselves from the car.

Patrolmen carry Glock 9 millimeter handguns and sometimes non-standard weapons that they've bought themselves. Too often they have notches carved in their nightsticks. What this means, you don't want to know.

They don't all hold the same views about superheroes and costumed vigilantes, which means that a Bedlam police officer may help, hinder, or attempt to arrest a Player Character at the GM's whim.

Generic Homeless Person

PL: 1

Str: 10 (+0) **Dex:** 10 (+0) **Con:** 12 (+1)
Int: 10 (+0) **Wis:** 11 (+0) **Cha:** 12 (+1)
Initiative: 0 **Attack Bonus**: 1 **Defense:** 1
Toughness Save: 1 **Fortitude Save:** 2
Reflexes Save: 0 **Willpower Save:** 1

Skills: Bluff 5 (+6), Knowledge (Streetwise) 5 (+5), Notice 5 (+5), Profession (whatever they did before they were homeless) 4 (+4), Profession (panhandler or can collector) 5 (+5), Search 4 (+4), Stealth 2 (+2)

Background: Here are some stats for a generic street person. They might be able to help the PCs, give them information, or else get in the way and hinder their efforts, as the GM prefers. One or another of them might even try to become the lost child's protector. The homeless folks on the streets of Bedlam are a motley bunch. Some of them have mental problems and some are just down on their luck. Some have recently lost their homes and others have been on the streets for years. We have some individual personalities and stats listed below, in case you need something more specific than a generic template for an encounter with the PCs. The GM is not obliged to use any of them or tell the PCs all the details of their back-stories. It's even possible that the PCs will move on to the next scene immediately, without having to interact with a single person first. They are here strictly as a resource in case the GM needs them.

Morris Fridley

PL: 1

Str: 13 (+1) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 10 (+0) **Wis:** 12 (+1) **Cha:** 8 (-1)
Initiative: 1 **Attack Bonus**: 1 **Defense:** 1
Toughness Save: 1 **Fortitude Save:** 1
Reflexes Save: 1 **Willpower Save:** 1

Skills: Climb 5 (+6), Knowledge (civics) 3 (+3), Knowledge (Streetwise) 3 (+3), Notice 5 (+6), Profession (construction worker) 5 (+5), Search 5 (+6), Stealth 2 (+3)

Background: A battered-up old African-American gent who wears an army jacket, Morris Fridley has had hard luck all his life. He's fifty, but looks older. His thin arms are covered with muscles and his big hands are covered with scars from a life spent working construction. Not very articulate and a little withdrawn, he always seems to think long and carefully before he speaks.

He was a roofer in Maine, but he lost his job and came home to Bedlam, where there weren't any jobs at all. Now he lives in a shelter and collects aluminum cans for money, while he tries to figure out some way to get back on his feet. His options all look grim. Not only aren't there enough jobs, but his third grade reading level and missing front teeth make it hard for him to compete for the few spots available.

No fool, Morris has applied for food stamps (he uses a post office box for his

address), but he still needs money for laundry, new underwear, deodorant and so forth, so he swallows his pride and hunts for cans, begging a little to supplement it. It's humiliating, but he reminds himself if he looks like a smelly unshaven wretch then his odds of getting a new job sink even lower.

Never a raging alcoholic, he drinks when he gets depressed and he's been doing too much of it lately.

Morris is fundamentally honest and would always try to help someone in trouble. If he found your wallet, he would return it to you without touching any of money inside (although he would feel tempted). He doesn't have the resources to take care if a kid, and if Tommy Shanker were to seek refuge with him, he would try and persuade the boy to turn himself over to the authorities.

Morris has heard rumors about the Cold Killer and would like him off the street. He'll gladly cooperate with the PCs if they ask him.

Layton "Cappy" Jones
PL: 2

Str: 12 (+1) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 12 (+1) **Wis:** 14 (+2) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus**: 2
Defense: 2 (+1 flatfooted)
Toughness Save: 2 (+1 flatfooted) **Fortitude Save:** 1 **Reflexes Save:** 1 **Willpower Save:** 2

Skills: Bluff 6 (+7), Diplomacy 4 (+5), Gather Information 4 (+5), Knowledge (streetwise) 6 (+7), Notice 5 (+7), Profession (panhandler) 5 (+6), Search 5 (+7), Sense Motive 3 (+5), Stealth 2 (+3)
Feats: Defensive Roll, Dodge Focus
Background: Cappy Jones is the kind of guy who gives homeless people a bad name. A panhandler and con man, you can see him cadging for spare change or day labor at intersections all over the city with his dog, Snuff. Sometimes he claims to be a veteran, sometimes he claims to have been released from prison with nowhere to go—whatever he thinks will generate sympathy. His dog, a little yellow droopy-eared mutt, is great for getting sympathy.

He treats the dog decently, since Snuff is an important part of his act, but that's about the best you can say for Cappy. He lives in his car—a beat-up old Ford Torino that he parks near wherever he sets up shop for the day. When the weather gets bad or there is a big football game, he moves in briefly with his aunt, who has a plasma screen TV.

Cappy spends the money suckers give him on crack and on gas for the car. If someone offers him work for the day, he's not above taking it, but he's also not above stealing from them the moment their backs are turned. He also knows some shabby tricks to con cashiers out of a few dollars, which he uses when he needs crack and can't wait for panhandling to get him enough funds He would commit more serious crimes if he thought he could get away with them, but he's cunning and savvy enough to know that he probably couldn't. Cheerfully free of conscience, he could easily murder someone, but would never do that unless he was sure there wouldn't be any consequences.

It's impossible to tell from looking at Cappy whether he's Anglo, Hispanic or African-American, his skin is so deeply sunburnt and so covered with grime. He takes showers when he can, and doesn't smell as bad as some homeless guys, but you can still tell that he's been living outdoors just by getting a whiff of him.

He will gladly help the PCs once he finds out what they're looking for. He does this out of no sense of decency—it's to his advantage to see the Cold Killer off the street. He'll avoid the PCs until word gets around that they're hunting the Cold Killer. In his opinion, it's never a good idea to get mixed up with cops if you don't have to. Once he knows that the PCs can keep him safe, he'll be willing to ask around and do a little investigating for them himself (let him make a Gather Information roll). Smart, streetwise, reasonably brave, he makes a good ally so long as you never show him any weaknesses that he could exploit. He's even sort of charming, in a cynical, fast-talking, funny kind of way.

He would be more than willing to take Tommy Shanker under his wing if he somehow got loose from Greg Pelleg. A kid's even better than a dog for rustling up donations. He will be willing to feed and shelter him, but not to risk his own life on the kid's behalf, or anyone else's

Wanda Daucher
PL: 0

Str: 10 (+0) **Dex:** 10 (+0) **Con:** 10 (+0)
Int: 14 (+2) **Wis:** 9 (-1) **Cha:** 10 (+0)
Initiative: 0 **Attack Bonus**:0 **Defense:** 0
Toughness Save: 0 **Fortitude Save:** 0
Reflexes Save: 0 **Willpower Save:** -1

Skills: Diplomacy 5 (+5), Knowledge (Civics) 3 (+5), Knowledge (History) 3 (+5), Notice 5 (+4), Profession (secretary) 3 (+5), Profession (panhandler) 3 (+5), Stealth 1 (+1)

Background: It's tough being homeless and it's tougher to be a homeless woman. Constantly afraid of the violence she sees around her, constantly feeling vulnerable and exposed, Wanda would sit around the Women's' Shelter all day if they let her. These fears are justified. Homeless women get victimized a lot, and the Bedlam City Police don't worry much about protecting them. Even a shapeless, gray-haired lady in her forties like Wanda is a target and she knows it. Sometimes she collects cans, sometimes she panhandles. But most of the time she's too weary and depressed to do either and instead sits in the public library and reads. There are times when the shelter fills up before she can reach it and she has to spend the night sleeping outdoors. She fears these nights, and with good reason.

How did a forty-one-year-old divorced woman with two years of college wind up homeless? It was easier than you might think. Wanda was always prone to depression, from early childhood. It messed up her college career and got her fired from office jobs. It destroyed her marriage and got her husband custody of her two daughters. There have been periods of her life where she simply becomes unable to function and sits there, doing nothing but reading paperbacks and feeling miserable. Whenever things grew so bad that she got kicked out of her apartment, she always moved in with her mom until she got her head together. Now her mom is dead.

Not long after her mother's demise Wanda went through another of her black patches, lost her job as a receptionist, couldn't pay her rent and got thrown out on the street. She tired to take care of her cat, but he wasn't used to being outdoors and got run over within a few days, which of course made her even more unhappy.

Now Wanda is truly stuck. She has no job and can't get another one, since no one would hire somebody with no address. She has thought about going to her ex-husband or some old friends for help, but can't bear for anyone to see her this way. It's been a year and half now and she's coming out of her funk, although she still cries a lot for no reason.

Gentle and sweet, Wanda does not have the same anger or self-absorption that many chronically depressed people feel. She cares about others and tries to help people in trouble. Not physically brave, she avoids confrontations but doesn't panic if she's faced with a bad situation. She will help the PCs if she can, but won't want to talk to them where anyone can see—it's not safe to be seen talking to cops with so many crackheads around.

Wanda's voice is low and rueful. While she does have a sense of humor about herself and her situation, she always looks as though she's been crying recently (and she has).

Howard Haggerty
PL: 1

Str: 10 (+0) **Dex:** 12 (+1) **Con:** 10 (+0) **Int:** 12 (+1) **Wis:** 8 (-1) **Cha:** 10 (+0)
Initiative: 1 **Attack Bonus**: 1 **Defense:** 1
Toughness Save: 0 **Fortitude Save:** 1
Reflexes Save: 1 **Willpower Save:** -1

Skills: Bluff 4 (+4), Intimidate 3 (+3), Knowledge (Structural) 3 (+4), Knowledge (Streetwise) 2 (+3), Knowledge (Theology and Philosophy) 2 (+3), Notice 5 (+4), Perform (Oratory) 5 (+5), Profession (panhandler) 3 (+4), Stealth 3 (+4)

Background: At some point Howard Haggerty stopped being fashionably poor and became actually poor. He somehow slipped over the line between being a colorful bohemian who drank too much and sometimes slept in the street, to a homeless drunk with nowhere else to sleep.

An undergraduate student for eight years, it took him a long time and a lot of stupid drunken antics to completely alienate his family and get kicked out of every school they sent him to. Always a stoner and a party animal, he always had to be the center of attention, always had to be the wildest and most outrageous guy

in the group. If he had been just a little smarter or a little more talented the professors and administrators might have been willing to tolerate his bad behavior, but he was only slightly better than average. Howard thought he was the new Chuck Bukowski, but in fact he's just another wanna-be. He's been living on the streets full time for about a year now, after his last group of friends finally threw him off their couch. Approaching a nervous breakdown, he's still trying to comprehend what has happened to him.

Howard looks like a scrawny little deadhead with a long beard and a dirty tie-dyed shirt. His skin is wrinkled and his beard is prematurely streaked with gray—you would never guess that he's only twenty-eight. He's belligerent and mischievous when drunk, but shy and sad when sober. Sometimes he stands on streetcorners and reads his mediocre poetry in an angry drunken rant. He's actually pretty entertaining when he gets really worked up. If Tommy sought shelter with Howard, he would angrily send him away, insisting that he's no good and not fit to look after anybody. He's right about that.

Yolanda Washington
PL: 2

Str: 10 (+0) **Dex:** 14 (+2) **Con:** 8 (-1)
Int: 10 (+0) **Wis:** 6 (-2) **Cha:** 8 (-1)
Initiative: 2 **Attack Bonus**: 1 (2 with Melee Weapons) **Defense:** 2 **Toughness Save:** -1
Fortitude Save: -1 **Reflexes Save:** 2
Willpower Save: -2

Skills: Knowledge (streetwise) 1 (+1), Notice 5 (+3), Profession (panhandler) 1 (+1), Search 5 (+3), Stealth 2 (+4)
Feats: All-Out Attack, Attack Focus (Melee Weapons), Rage 1
Background: An African-American woman whose age is impossible to judge, Yolanda is a reasonably functional schizophrenic. She understands the world around her most of the time, although she is inarticulate and prone to sudden outbursts of cursing. She looks haggard, careworn, angry and depressed, with an eerie psychotic stare. No one on the street has ever seen her smile.

Too weird, explosive and confused to hold a job, she lived with her father in a bad part of town until she was well into her thirties. She had violent quarrels with other members of her family and once stabbed her aunt in the arm in a dispute over a disposable packet of ketchup. Her father was always there for her, however, despite having no money and mental problems of his own. Then one night they got into an argument over some trivial thing, and she stabbed him to death in his sleep.

Yolanda was confined to psychiatric care, and then released when the mental hospital got too crowded. The city prosecutor's office has made some desultory efforts toward having her sent up on criminal charges (she did after all commit a bloody premeditated murder) but her obvious craziness has discouraged them from pursuing the matter. Anyway they don't have enough resources to properly prosecute any number of far more pressing cases.

Bouncing between institutions and the street, Yolanda became more savage and depressed. Her aunt (the same one she had stabbed) briefly took her into her large, crowded home, but she fought with some of the other relatives living there and set the place on fire while they slept. Miraculously, no one was killed, but this did alienate Yolanda's family and make it impossible for her to get any more help from them. Unbeknownst to the authorities, she has killed twice more, stabbing other homeless people in explosive fits of rage over small things.

Yolanda has no room in her damaged heart for anyone's sorrow but her own. She is incapable of feeling the slightest empathy for anybody—her own pain is too great and it blots everything else out. Yet she has a weirdly sentimental side, and would do her addled best to protect and look after the Tommy Shanker if she stumbled across him. She's too mixed up to do a good job as a foster mother, and if the boy becomes annoying she may turn her homicidal fury on him. The other street people in the vicinity know that Yolanda is dangerous and will warn the PCs about her.

BEDLAM IN BEDLAM

SCENE 2: RECRUITMENT

There were four of them. They were all dressed in black suits. The leader was a short redheaded woman with delicate skin and blazing green eyes.

"Hello," she smiled. "I am Special Agent Gina Bellini from the Pentagon Force Protection Agency. We recently observed footage of your, *ahem*, work with the Cold Killer. There are some things that our department would have recommended you do differently, but all in all, you performed as well as you could, considering your abilities." Her two associates never flinched, never moved. They were like fleshy robots.

"Our department needs your assistance with a clandestine project. We can offer you the best room and board while working with the Pentagon. Appropriate measures will be taken to provide anonymity to you while working with us."

<Note to the GM: If the PCs agree at once, jump straight to the section entitled "Working With Bellini." If they show any reluctance or hesitation, even for a moment, read them the following passage.>

Agent Bellini adds: "You do of course have the choice to turn your back on your country, but you should recall what the Patriot Act says about refusing to help prevent domestic terrorism. Not to mention the powers and authority that the Anti-Terror and Force Protection laws grant to the Department of Defense."

Her eyes suddenly looked a whole lot less vivacious and inviting. This was turning out to be a rotten week to be a super hero.

Characters should feel free to make whatever decision they wish. If they do run from the Federal Agents, they should be prepared for the consequences. We have two different sets of boxed-text for you to read them, depending on which option they choose.

On the Run:

You've barely closed the door on Agent Bellini and her pals when it flies off of its hinges and lands on the other side of the room. One of her goons is staring at you with a blank expression as he dusts himself off. The other one moves his head from the left and then to the right, you can hear his neck crack.

Agent Bellini is accompanied by Colonel Seacrest and her enforcers (detailed at the end of this chapter, on Pages 34-44). Gina Bellini is an extremely competent psychic and her minions are more than capable of giving a PL 10 superhero a tough time all by themselves. Her bodyguards' power comes from powerful cybernetic implants. Bellini's own psychic powers are natural and were developed under government training.

Should the PC's run from the Agents, they will be hunted by law enforcement and their reputation will suffer. Additionally, all of their assets will be frozen within hours, effectively canceling their ability to purchase equipment (or resetting their Wealth Score to 0). While on the run, the PC's will have their first meeting with Nocturne as described in *Nocturne* on Page 64. Go straight to Scene Four, or let the Player Characters have a few tense encounters on the run first.

Nocturne's attitude toward the PCs is the same. He doesn't trust them, but he can be won over. The PCs won't yet have had the chance to see the inside of Area 2501, so make sure to delete any portion of the boxed text that refers to their having been there before.

Working with Bellini:

The private jet had no windows. Bellini never said where you were being taken. All she said was that there was a testing facility tucked away in a mountain retreat that could measure your abilities. A pile of paperwork was placed in front of each of you, most of it in legalese. Nondisclosure agreements, for the most part. The kind of NDA's that would lock you up for a great deal of time if they were violated.

"Before we reach the complex, you will need to sign the agreements. This is for your own protection. Sign either your real name or your code name, whichever you feel more comfortable with. Your code name does constitute a legally binding signature, although if someone else were to adopt your code name later it could cause complications. If you do use your real name we aren't allowed disclose it to anyone."

No more was said for the entire three-hour flight.

Parts of the paperwork outlined the tests that were going to take place. Project Shiraz is designed to test the abilities of metahumans so that the Pentagon Force Protection Agency can get a clear gauge on the scope of the power of super powered individuals.

While still inundated with the paperwork that Agent Bellini handed out, you felt the plane bank and turn. The 'Fasten Seat Belts' sign lit up. The plane was coming in for a landing.

Armed soldiers in forest camouflage greet you as you disembark the plane. None of them have any insignia on their uniforms. One approaches Bellini and salutes.

"Right this way, Special Agent," he says through his square jaw. Steel-blue eyes look over at you, "This is your group then?" Bellini nodded curtly, "The doctor has been waiting for you."

"You aren't supposed to salute me," she replies. "I'm reporting that."

The soldiers pile you into HumVee's and drive up the mountain. The landing strip is at the basin of a valley, below the testing facility. Other structures built into the cliff wall suggested that the facility extends deep underground.

<Note to the GM: This would be a good time to show the PCs the picture of Area 2051 from

Page 72.>

A maze of hallways and elevators whiz by you as Bellini and a small retinue of armed soldiers lead you into a room full of beds and computers.

<Note to the GM: Make sure to show the PCs a portion of the map of Area 2051—it will be important for them later. We've included the section of the base that they will get to see at the end of this chapter on Pages 31-32>

A clinical smell assaults you as you enter the room. An ancient, stoop-shouldered, liver-spotted man with a shock of bright white hair looks up from a clipboard and stares at you through his glasses.

"Ah, these are the subjects?" he asks with a slight Spanish accent. He isn't looking at anyone as he says this, and the effect is a little disconcerting

<Note to the GM: If any of the PCs are native speakers of Spanish, they immediately recognize his accent as South American—possibly Uruguayan.>

"Good, good, good!" The doctor continues "Good day. I am Doctor Clemente. Thank you for volunteering. If you'll just lie down on one of the beds," he waves the clipboard in the direction of the sterile beds, "we'll begin." Obviously excited, he smiles. He's almost giddy.

The PC's should be made to feel as uncomfortable as possible. Dr. Clemente's laboratory is a sterile environment and should be described in the most clinical terms possible. The tables are cold no matter how long you sit on them and the PC's should feel as they are being poked, prodded and in every way perturbed.

At the GM's option, the PC with the highest Notice score may spot something odd. There is an abandoned Barbie doll lying in one corner of the room. While the PCs don't know it yet, the equipment in this lab is normally used to test the superhuman kids in the adjacent rooms, and one of them, a girl named Janie, left a toy in the lab by accident.

"Now relax," Dr. Clemente smiles briefly as he attaches sticky probes all over your body. "These devices will measure certain physical and neurological responses to the simulation that you will be encountering."

Dr. Clemente leaves you lying on the table, shivering in the paper gown that he has provided for you. The glue from the electrodes is uncomfortable. Fighting the urge to rip them off, you see the good doctor returning with a huge needle. "Now, this is a neutralizing agent that will allow us to test your abilities without you actually using them. This is for the security of my lab, my assistants, and of course, my own safety. All of your powers will be able to be used in the simulation." He injects the large needle into your arm and you feel an immediate burning sensation as the liquid mixes into your bloodstream. You feel very unlike yourself within seconds. He affixes a mask to your face and a helmet onto your head with trailing wires hooked into a wall mounted unit above the bed. "Now count down from 10," Dr. Clemente instructs in a calm voice. "You should be feeling somewhat euphoric. Ten. The gas will let you relax and interface into our artificial reality program where the test will be taking place. Nine. For the ease of your test, we have programmed a familiar location, your hometown into the artificial reality. This was based on the latest satellite imagery and telephone directories. Eight. The interface should be working now, a slight..."

Bedlam's sky is the perfect blue. The streets are clean. The buildings look new and free of graffiti. There is no traffic. A ripple tears across the sky. Bedlam is silent.

At this point the PC's are jacked into an artificial construct of Bedlam. All of the buildings are new and shiny. Every location in the city that is on the public record will be in the construct. A few of the more secret locations that the PC's are aware of may not exist, or might be slightly skewed, since Outlook Unlimited may not know the exact details.

WHAT'S WITH BELLINI AND CLEMENTE?

The truth about Agent Bellini and Dr. Clemente is that they are working for the Department of Defense on a joint government project called Outlook Unlimited. The same Outlook Unlimited that Pelleg was recruited for. Their new objective is to neutralize the threat that Nocturne poses to the project. This objective is code-named "Project Shiraz." Nocturne is aware of the fact that Outlook Unlimited has been performing unethical experiments on superhuman kids, he's angry about it and he's sure to take some kind of action against them soon. Clemente and Bellini want to find some superheroes who might be capable of taking Nocturne out. Colonel Seacrest has suggested that the PCs might be the right ones for the job. The PCs have been told that they've been jacked into "Artificial Bedlam" in order to test their ability to track a new assault vehicle, but the truth is that they are going to get led into a fight with a simulated version of Nocturne, to see if they are strong enough to defeat him.

WHAT DO THE PCS GET TO SEE?

The PCs will probably be coming back to Area 2501 under very different circumstances in Scene 5. They have seen a little of the complex on their first visit, and it may turn out to be critical for them to remember. So here's a description of what they saw, followed by a map.
Most characters should hear the "brief version." Characters with the feat "Eidetic Memory" or who go under hypnosis to remember as much detail as possible should hear the "Eidetic Memory Version."

The Description (Brief Version)
The Building has two separate sections, joined at the top two floors by a kind of bridge (see the picture of Area 2501 on Page 72).

The Humvees parked under the bridge, near what looked like a loading dock. You walked through a set of shiny gold-colored sliding double doors into the building on the West.

There was a big lobby area with a red marble floor and a goon sitting behind a security desk. He didn't wear a uniform, just a suit and tie with a hood that completely covered his face and goggles.

You didn't check in at the security desk, and instead walked up to the sliding double doors at the north end of the room. A guard let you through them with a passcard. On the other side was a room with a blue marble floor, a bank of elevators on the West side and a single, elevator on the right with the word "RESTRICTED" stenciled on the doors. You took that elevator down one level (you think—the buttons weren't marked) and walked out a different set of door on the other side of the cab, into a windowless concrete corridor. You turned left, walked past some unmarked metal doors, came to a set of double doors on your left, just where a smaller hall branched away to the right, walked into an uncomfortably high, narrow corridor with a lot of doors on either side (these doors were marked) and through the first door on the right into Dr. Clemente's lab.

The whole building had a very grim, stark, drab look. Despite the expensive marble tile in the ground floor rooms, the walls were bare concrete and the ceilings were all 15 feet high, with exposed ductwork. The only decoration you saw was in the lobby—a set of ugly green marble planters full of fake plants.

The Description (Eidetic Memory Version)
The Building has two separate sections, joined at the top two floors by a kind of bridge (see the picture of Area 2501 on Page 72).

The Humvees parked under the bridge, near what looked like a loading dock. You walked through a set of shiny gold-colored sliding double doors into the building on the West (the doors had a kind of 1950s post-art-deco design on them).

On the far side of the doors was a huge L-Shaped lobby (at least fifty feet across) with a red marble floor and a fifteen-foot high ceiling. To your right a pair of glass sliding doors led out to a helipad. Straight ahead was a hardwood security desk with a steel door behind it, and another door beside it leading deeper into the building. The guard behind the desk wore a conservative suit and

tie with a hood over his face. He seemed to have a gas-filter in his mask and he wore protective goggles. He had an M-16.

There was also a set of metal sliding doors on the north wall and one on the west wall, about ten feet to the north of the security desk.

In spite of the expensive marble floor and the hardwood security desk, the ceiling and walls were bare, unornamented concrete and the room had an annoying echo.

Your group didn't bother checking in at the security desk. Instead, you turned right, past some expensive but ugly blue couches and some green marble planters full of fake plants, and approached the double doors on the west wall. One of the military personnel with your group produced a blue card from his pocket and put it in a slot by the doors. The doors slid open, revealing a t-shaped room with a blue marble floor and a bank of three elevators on the wall opposite you.

Here too, the ceiling was 15 feet high with exposed ductwork. The walls were bare concrete with no pictures hanging on them.

Two middle aged men in short-sleeved dress shirts and ties stood waiting for one of the elevators. They did not look up as your group walked past them.

Instead of taking any of the three elevators or going through the steel double doors on the north wall of the room, you proceeded to a single elevator on the wall opposite, which had the word "RESTRICTED" stenciled on the doors in big ominous red letters.

The same guard put the same blue card into a slot by the restricted elevator. The interior was extremely roomy, more than ten feet across, with shiny silver metal walls, reflective enough to see your face in. It had doors on both sides, like a freight elevator. The controls consisted of four unmarked silver buttons, a keypad and a card slot. After putting the blue card in the slot, the guard pushed the second button down from the top. There was no floor indicator in the elevator, but it felt as though you descended just one level.

A set of doors on the other side of the elevator slid open (the East side, you think), and you stepped out into the middle of a wide concrete hallway (nearly twenty feet across, you think) with a 15 foot ceiling and completely bare walls.

The hall seemed to go about forty feet to the south and end in a pair of steel double doors. There were at least three other doors opening off it to the east and west, all of them unmarked and made of gray metal.

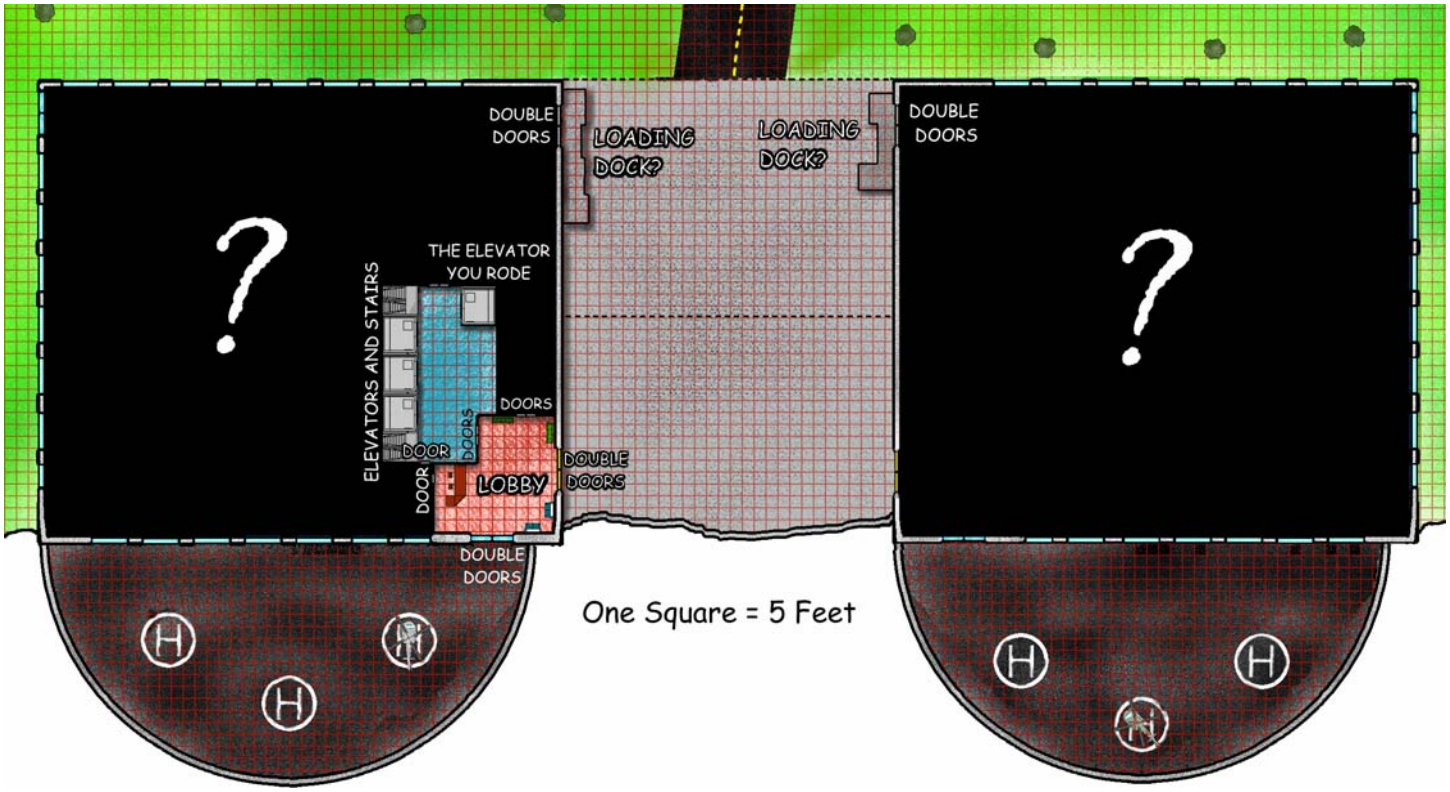
To the north, the hall seemed to go about eighty feet before reaching a dead end. At least six metal doors opened off it in that direction and there seemed to be a branch hallway opening off to the East.

Your group turned north, and proceeded about sixty feet, to the third door on the left (west)—directly across from the branch hall. You didn't have time to see much down the branch hall, which wasn't as wide or as well lit as the main hall. (If a PC actively tried to get a glimpse, it looked as though the hall came to a dead end about forty feet further down, and as though there might have been big screens or windows set in its walls with light spilling out of them—a little like the display hall of an aquarium or a museum).

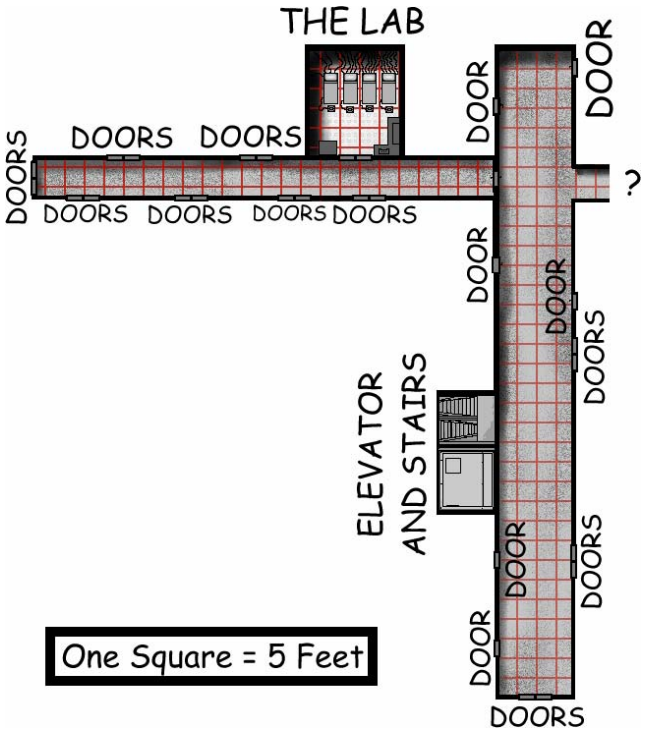
The blue card opened the door and you walked down a narrower concrete hall (no more than eight or nine feet wide, but fifteen feet high) with metal doors on either side. This cramped, claustrophobic hall was very long—maybe 40 yards, with three sets of double doors on the north wall (to your right) and four on the south (to your left). You entered the first set of doors on your left—the room marked C4. This was the lab where you first met Dr. Clemente.

BEDLAM IN BEDLAM

What the PCs Saw (Ground Level)



What the PCs Saw (Level Beneath)



Adjusting Scene #2 to Match Your Campaign's PL

An unusually large or powerful group of PCs might make short work of Agent Bellini and her associates if they get into a fight with them. There are a number of ways to deal with this potential problem.

The first is to let them do it. It's not actually critical that the PCs get taken to Area 2051 and run through the simulation in Scene Three, it's just more fun if they do. If the PCs refuse to go with agent Bellini and instead thrash her and her fellow agents soundly, they can either walk away, or if they are powerful enough they can attempt to interrogate them. None of the agents are willing to tell the PCs anything, no matter how badly they are threatened, but it is possible that a powerful PC telepath, mind-controller or mystic might be able to force them to divulge what they know. If you think the scenario is going to work out this way, don't send Colonel Seacrest with Agent Bellini's team—he knows too much about what's really going on and if the Player Characters gain access to that information the plot will shortly go skidding off its rails.

Learning Agent Bellini's secrets, on the other hand, will actually help the story along. If the PCs manage to squeeze the information out of her, they will learn the following: Agent Bellini has been assigned to something called Project Shiraz. Its function is to eliminate the rogue agent called Nocturne—a parahuman super-soldier whom the CIA created back in the early Seventies. Nocturne left the Agency for ethical reasons and has been a loose cannon ever since. There were times when he was useful as a deniable asset (they'd feed him tips to send him off in the right direction) but now he's crossed the line and has to be eliminated. There is some kind of major project that he's bound and determined to wreck, something incredibly important, so the time has come to terminate him.

Agent Bellini knows that the name of the project that Nocturne is trying to destroy is "Outlook Unlimited" but she does not know, and does not wish to know, what Project Outlook Unlimited actually does, or that it's headquartered in Area 2501.

The reason why she was asked to contact the PCs is not to test the limits of their powers, exactly, but to determine whether or not they would be capable of taking down Nocturne.

If the Player Characters learn all this, they will probably be motivated to seek Nocturne out and to find out what Project Outlook Unlimited really is. You can move straight to Scene 4—they'll be ready for it. If on the other hand you really want the PCs to experience Scene 3, or you just don't think beating up on Agent Bellini and her thugs would give your PCs enough of a challenge to be interesting, there are two different ways that you can beef up their ranks.

1) Hordes of agents.

Like that scene from the second Matrix movie, cybernetically-enhanced PL 6 agents come pouring out of the woodwork, piling on the PCs from every side, getting bonuses for mobbing them, bonuses for striking them from behind, overwhelming the PCs until they drop. Let them fight as many agents as they want, there are always more (unless you decide to give them a well-earned victory)

2)Halt! In the Name of Freedom!

If it sounds too boring or too unfair to overwhelm the PCs with a mob of agents, we have provided a pair of Gung Ho, ultrapatriotic superheroes whom Agent Bellini might bring with her for extra muscle, if she knows that she will be facing an especially big or dangerous group of parahumans. They work for a government security contractor called "Executive Solutions" which provides parahumans for all sorts of clandestine military and intelligence operations.

You can find out more about Executive Solutions, its other Parahuman Resources and its boss, legendary Agent Jim Flint in Plain Brown Wrapper's supervillain supplement "The Bad Guys", but you won't need a copy of that book to use the two superhumans we've provided you with here. They come equipped with everything you need for use.

What About *Really* Tough PC Groups?

For a group of more than six PL 10 PCs, or a group whose average PL is anywhere above 11, dial Agent Bellini's powers up to PL 12 (for simplicity's sake, don't bother fiddling with the rest of her stats), Crank Colonel Seacrest's Attack and Defense scores up to 12, double the number of agents Bellini has on hand and add both of the extra supervillains to their team.

NPCs for This Scene

We start out on the next page with the star of this scene, Special Agent Gina Bellini, and then move on to the other major NPCs—Colonel Richard Seacrest, Bellini's minions and Doctor Clemente. We have a generic minion for Agent Bellini, but in case you need a specific personality for one of her cybernetic goons (for example if a PC captures one or reads their mind) we have three individual agents described in detail. We conclude with a pair of supervillains who Agent Bellini might bring in to deal with a particularly large or high PL group. Their back-stories aren't really a part of the plot—they're just here to add color and give the PCs some chance to recognize them and to know what their powers and weaknesses might be.

Special Agent Gina Bellini

PL: 10

Str: 10 (+0) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 14 (+2) **Wis:** 22 (+6) **Cha:** 20 (+5)
Initiative: 1 **Attack Bonus**: 5 **Defense:** 8
Toughness Save: 1 **Fortitude Save:** 5
Reflexes Save: 6 **Willpower Save:** 14

Skills: Bluff 10 (+15), Concentration 8 (+14), Diplomacy 10 (+15), Gather Information 8 (+13), Intimidate 8 (+13), Investigate 4 (+6), Knowledge (Behavioral Science) 8 (+10), Notice 4 (+10), Profession (Law-Enforcement) 4 (+6), Search 4 (+10), Sense Motive 8 (+14)
Feats: Assessment, Attractive, Benefit (Law-Enforcement powers), Fascinate (linked to Diplomacy), Inspire, Leadership, Uncanny Dodge
Powers: Illusion 8 (all senses; Power Feats: Selective; Flaw: Phantasms), Mental Blast 6, Mind Control 10 (Extras: Conscious, Sensory Link), Super-Senses 2 (Danger Sense, Mental Awareness), Telepathy 10
Equipment: Pistol (Ranged Weapon, 3 Damage)

Background: She is the penultimate agent for the Pentagon Force Protection Agency. Her goals and objectives are whatever the agency hands down to her. Not entirely without a conscience, she has learned to submerge it where necessary. Probing the minds of innocents runs counter to her personal ethics, but she will do it if she is ordered to. Bellini feels the same way about torture, assassination and all the other bad things the Department may one day
request of her. She will feel bad about it, she may cry in her pillow or talk to her therapist about it afterwards, but that won't help anyone she has to victimize.

It would be a mistake to think of her as a fanatical patriot. While she is capable of doing anything her bosses request, no matter how ethically dubious, her first loyalty is to her own career. This has served her well. Bellini was recruited out of an Ivy League college and rose quickly through the ranks to where she is today. Her eyes are set on the ruling board of directors in the Department of Defense. She wants to sit at that table. She wants to be in control. Her hunger for this recognition and power drives her to succeed where many smarter or better-connected women have failed.

Combat Tactics: Agent Bellini will usually attempt diplomacy at first. With her good looks, formidable presence and government credentials she is able to get what she wants out of most people without even raising her voice, let alone using her powers. If diplomacy doesn't work on a given subject, she will attempt to control their minds to encourage compliancy and then alter their memories of the meeting so that it seems to them that they agreed to do what she asked willingly. If all else fails, she will call in her minions (she is never without Colonel Seacrest) and mentally assault her victims. She never uses more force than she has to. Agent Bellini won't use telepathy to get what she wants if talking is enough and she won't blatantly seize control of someone's mind if subtly influencing it would be enough.

Colonel Seacrest

PL: 10

Str: 30 /16 (+10/+3) **Dex:** 18 (+4)
Con: 30 /14 (+10/+2) **Int:** 14 (+2)
Wis: 16 (+3) **Cha:** 14 (+2)
Initiative: 8 **Attack Bonus**: 10 **Defense:**10
Toughness Save: 10 **Fortitude Save:** 10/2
Reflexes Save: 10 **Willpower Save:** 8

Skills: Acrobatics 4 (+8), Bluff 6 (+8), Climb 3 (+13), Diplomacy 4 (+6), Disable Device 4 (+6), Drive 4 (+8), Gather Information 6 (+8), Intimidate 8 (+10), Investigate 4 (+6), Gather Information 6 (+8), Knowledge (Civics) 4 (+6), Knowledge (Tactics) 8 (+10), Notice 6 (+9), Profession (Soldier) 8 (+10), Profession (Spy) 8 (+10), Search 5 (+8), Sense Motive 7 (+10), Survival 5 (+8)

Feats: All-Out Attack, Assessment, Chokehold, Connected, Contacts, Defensive Attack, Evasion 2, Improved Grab, Improved Grapple, Improved Initiative, Move-By Action, Power Attack, Takedown Attack, Tracking

Powers: Enhanced Constitution 16, Enhanced Strength 14, Immunity 1 (to psychic attacks with the descriptor “Pain”), Leaping 4 (25 times normal distance), Sensory Shield 4 (all senses), Super-Movement 2 (Wall-Crawling), Super-Senses 4 (Accurate Hearing, Extended Hearing, Extended Vision, Low-Light Vision), Super-Strength 2 (Maximum Lift: 6 tons)

Equipment: Pistol (Ranged Weapon, 3 Damage)

Complications: In love with Agent Bellini, will do anything to protect her.

Background: The only cyborg the Pentagon Protection Force ever produced who didn't eventually die or go insane, Colonel Richard Seacrest is the program's star pupil, and has been more heavily rebuilt than any of the others. Since he seemed to be able to take an unlimited number of implants without suffering any kind of physical or mental collapse, they just kept piling them on. It eventually took six billion dollars to remake him into what he is. He has more than repaid them over the past thirty years of service--as he'd be happy to tell anyone who he thinks will listen. Seacrest believes himself to be an absolute, gung-ho patriot, and this is probably true, but he's also a bitter, whining complainer when you get to know him. Not many people have had the pleasure. He's worked exclusively on Black Operations, shuffled from mission to mission, agency to agency, without rest for the past three decades. He prides himself on forming few human attachments.

So it was a bit of a shock when he fell violently in love with Agent Bellini. She didn’t even bother to implant the idea with her telepathy—it just happened. He's obsessed with her, to his surprise and embarrassment. He can't think of anything else and he has absolutely no idea how to deal with these feelings. It makes it worse that he's been asked to manipulate and deceive her. It's a brilliantly counter-intuitive tactic on the part of his superiors-having him manipulate the mistress of manipulation. Or it was until he fell in love with her.

He has been assigned to make sure the PCs break the super-kids out of Area 2501, and he's giving Agent Bellini just enough information to push her in that direction. He may or may not have arranged for Greg Pelleg to escape from the facility (it's the GM's call). He's impressed by how well the PCs did against the Cold Killer and thinks they might be the very people for the job. Colonel Seacrest has persuaded Agent Bellini that Project Shiraz needs the PCs and that they may be able to defeat Nocturne where all of the Agency's hired killers and metahumans have failed. His real objective is to get them into Area 2501's research areas so that they

will have a chance to see the layout. He knows that Nocturne is watching them and he thinks that Nocturne will seek them out as potential allies once he knows that they've been inside the facility and seen what it looks like. This is actually going to work.

In person Colonel Seacrest is grim, exhausted, short-tempered and ferocious. He has mastered the art of the unblinking threat-stare. He would die for his country, but he would die for Agent Bellini first. If anyone attacks her, he goes berserk and tries to kill them, even if it endangers the mission. He's aware that he would do this, and the thought sickens him.

Combat Tactics: Colonel Seacrest is a cagey, wily old soldier who fights with his head as much as his fists. Normally he's a stealthy combatant, who only comes to grips with his foes when he has to, and always strikes from behind when he can. When he's forced to make a frontal assault, as he probably will be if he comes into conflict with the PCs, then he always holds back and tries to perform Assessment on his chosen foe before engaging them.

He knows that he's best for close-in work rather than long-range combat, so once he has picked an opponent and Assessed their capabilities, he will try to close the gap between them as quickly as possible, usually by Leaping at them. He regards Psionics and energy projectors as particularly dangerous, and will always attack them first.

Colonel Seacrest speaks little in combat, and isn't given to boasting, soliloquies or even threats. His job is to defeat the enemy, not chat with them.

Colonel Seacrest won't hesitate to kill an opponent if he deems it necessary, but he won't do it wantonly or in a blind fury. He's a very angry guy, but he's much too self-controlled to let his rage run away with him. If however someone harms Agent Bellini, all of his careful self-mastery goes out the window and he attacks them in a blind homicidal fury, ignoring other opponents and doing his best to kill the target of his anger.

Generic Agent of the Pentagon Force Protection Agency

PL: 8

Str: 24 (+7) **Dex:** 12 (+1) **Con:** 20 (+5)
Int: 12 (+1) **Wis:** 14 (+2) **Cha:** 14 (+2)
Initiative: 5 **Attack Bonus**: 8
Defense: 8 (+8 Flatfooted)
Toughness Save: 8 (5 without body armor)
Fortitude Save: 8 **Reflexes Save:** 5
Willpower Save: 5

Skills: Climb 5 (+12), Gather Information 5 (+7), Intimidate 8 (+10) Knowledge (Civics) 3 (+4), Notice 7 (+9), Profession (soldier) 6 (+7), Search 6 (+8), Sense Motive 5 (+7), Stealth 3 (+4)

Feats: Chokehold, Equipment 1 (5pts worth), Improved Grab, Improved Grapple, Improved Initiative, Power Attack

Powers: Device (Body Armor [+3 Toughness]), Impervious Toughness 5, Super-Movement 2 (Wall-Crawling), Super-Senses 2 (Accurate Hearing, Low-Light Vision), Super-Strength 2 (Maximum Lift: 5,600 pounds)

Equipment: Machine-Pistol (3 Ranged Damage; Extra: Autofire)

Background: Not all of the Pentagon's efforts to create super-soldiers ended in failure. These cybernetically enhanced agents aren't as tough as actual superheroes, but they are far stronger and more durable than men made out of mere flesh and bone.

There are some drawbacks to the process. The cybernetic implants cause them tremendous discomfort and shorten their lifespan unpredictably. Some guys go

psychotic from the pain, if they don't take enough medication to control it or their nervous system just happens to be wired the wrong way. Others suddenly go into shock and drop dead for no apparent reason. How long you stay in the program and how long they keep the implants in you is therefore something of a calculated risk With constant monitoring, most guys manage to serve for six or seven years without shaving more than twenty off their life expectancy. Colonel Seacrest was the only test subject to ever respond as well as they hoped, so he's much more heavily modified than the others. He's been carrying his implants successfully for close to thirty years—no one knows how he does it.

As you might expect, the program attracts some very driven guys. Some of them are willing to endure the pain of service out of patriotic fervor, some do it in order to show that they are the best, some are looking for adventure and a few really dig pain.

Most of them are recruited from military intelligence, but they find a few in commando units as well. It's hard to tell what branch of the armed forces they come from since they don't wear uniforms—instead they dress a lot like Secret service bodyguards, with conservative suits and sunglasses. Most of them are in their thirties, but some are a little older. They are almost always quiet and professional, and seldom speak unless Agent Bellini asks them to.

Despite the fact that they wear civilian clothes, they are all military service personnel, with ranks. While they serve under the Pentagon Force Protection Agency their ranks are merely provisional—whether they are captains, lieutenants or humble NCOs in the mainstream armed forces, while they serve under DFPA they are all just "Agents."

Gina Bellini hand-picks the men under her command and she only selects guys who have a proven record of competence, and who have had implants for at least two years without showing any signs of psychosis. They therefore tend to be pretty stable, and won't freak out during missions and start disobeying orders.

While you could present them as identical hulking thugs in suits, we have given you individual profiles on three of them below, just in case you need or would like an individual personality behind the sunglasses.

Captain Orville Hayworth
PL: 8

Str: 22 (+6) **Dex:** 12 (+1) **Con:** 20 (+5)
Int: 14 (+2) **Wis:** 14 (+2) **Cha:** 14 (+2)
Initiative: 5 **Attack Bonus**: 8
Defense: 8 (+8 Flatfooted)
Toughness Save: 8 (5 without body armor)
Fortitude Save: 8 **Reflexes Save:** 5
Willpower Save: 2

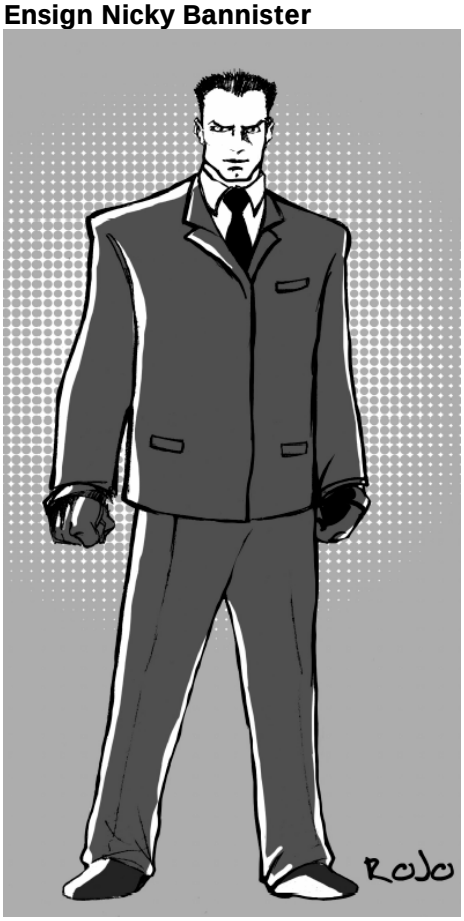
Skills: Climb 5 (+11), Gather Information 5 (+7), Intimidate 8 (+10) Knowledge (Civics) 3 (+5), Notice 7 (+9), Profession (soldier) 6 (+8), Search 6 (+8), Sense Motive 5 (+7), Stealth 3 (+4)
Feats: Chokehold, Equipment 1 (5pts worth), Improved Grab, Improved Grapple, Improved Initiative, Power Attack
Powers: Device (Body Armor [+3 Toughness]), Impervious Toughness 5, Super-Movement 2 (Wall-Crawling), Super-Senses 2 (Acute Hearing, Low-Light Vision), Super-Strength 2 (Maximum Lift: 2 tons)
Equipment: Machine-Pistol (3 Ranged Damage; Extra: Autofire)
Background: Agent Hayworth is a man of few doubts and few convictions. He has served his country in secret for nearly twenty years, and it was all a lark to him. He's the very picture of an agent. Big, heavy-boned, harsh-featured, with a graying brush-cut and a totally blank expression. He has few friends or acquaintances outside of the unit and few interests apart from traveling the world, meeting interesting people and killing them. He got thrown out of West Point many years ago for being a violent delinquent, and while he's a stolid, dependable professional these days, some part of him is still a troublemaking fratboy bully.

A deep-seated cynic, he's pretty well devoid of personal beliefs. Neither God nor Country mean all that much to him. He believes in them both in a vague, abstract kind of way, but mostly he likes to go on missions and blow things up. Not much of a strategist, he spent his years with military intelligence on the operational front lines. He wasn't a slick James Bond sort of operative—more a hulking thug who could be relied upon to follow orders, even if they were a little dubious.

Hayworth feels no regrets about having entered the program, despite the pain his implants cause him.. The missions are crazier and more exciting than ever. He controls the agony with a combination of prescription painkillers and single malt Scotch. It works pretty well, and anyway who wants to live forever?

Despite his hard-bitten cynicism, Hayworth feels a lot of affection for the team's naïve young rookie, Ensign Nicky Bannister.

Ensign Nicky Bannister



PL: 9

Str: 24 (+8) **Dex:** 18 (+4) **Con:** 16 (+3)
Int: 12 (+1) **Wis:** 14 (+2) **Cha:** 14 (+2)
Initiative: 11 **Attack Bonus**: 8 (10 with Melee Combat) **Defense:** 8 (+8 Flatfooted)
Toughness Save: 6 (3 without body armor)
Fortitude Save: 9 **Reflexes Save:** 9
Willpower Save: 2

Skills: Acrobatics 9 (+13), Climb 5 (+13), Gather Information 4 (+6), Intimidate 4 (+6), Knowledge (Civics) 3 (+4), Notice 7 (+9), Profession (soldier) 6 (+7), Search 4 (+6), Sense Motive 3 (+5), Stealth 3 (+7)
Feats: Acrobatic Bluff, Assessment, Attack Focus (Melee) 2, Critical Strike, Equipment 1 (5pts worth), Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative 2, Improved Trip, Instant Up, Move-By Action, Power Attack, Stunning Attack, Takedown Attack
Powers: Device (Body Armor [+3 Toughness]), Impervious Toughness 5, Super-Movement 2 (Wall-Crawling), Super-Senses 2 (Acute Hearing, Low-Light Vision), Super-Strength 2 (Maximum Lift: 2 tons)
Equipment: Machine-Pistol (3 Ranged Damage; Extra: Autofire)
Background: Nicky Bannister is the youngest man on Agent Bellini's team. The former US Naval Boxing champion, he is still in his mid-twenties. A few years ago he got accepted onto the US Olympic Boxing Team, but decided not to go to the Olympics when he was offered the job with the Pentagon Force Protection Agency.

A wide-eyed, all American patriot, naïve, honest and good-natured, he is extremely popular in the unit. The others call him "kid" and treat him with affection. They are saddened by the fact that he's not taking his implants very well. Nicky's body is deteriorating rapidly now, but he's still the best unarmed combatant in the unit and his mind is still unaffected.

Although his body will probably be ruined by the process that made him a superman, he remains cheerful and optimistic, taking his bad luck philosophically. If he had to cripple himself to serve his country, then so be it.

Bellini doesn't normally want to work with agents who are this young or who have had problems with their cybernetics, but Nicky's phenomenal combat abilities were impossible to ignore, so she invited him into her detail on a provisional basis.

If the PCs get into a fight with the agents, Nicky rushes to the front, eager to engage them hand-to hand. The others yell encouragement and urge him on (*"C'mon kid! You can take 'em! Go Nicky!"*)

If the PCs then kill or incapacitate Nicky, the other bodyguards will groan with dismay. Then they get really mad and fight

with much greater determination to take the PCs down. They may even start hitting them after they've already been incapacitated. If they do this then Agent Bellini intervenes. Later she will apologize to the PCs and explain who Nicky is and how fond of him the rest of the guys are.

Lieutenant Bob Grimley
PL: 8

Str: 26 (+8) **Dex:** 12 (+1) **Con:** 20 (+5)
Int: 16 (+3) **Wis:** 14 (+2) **Cha:** 14 (+2)
Initiative: 5 **Attack Bonus**: 8
Defense: 8 (+8 Flatfooted)
Toughness Save: 8 (5 without body armor)
Fortitude Save: 8 **Reflexes Save:** 5 **Willpower Save:** 8

Skills: Climb 5 (+12), Gather Information 5 (+7), Intimidate 8 (+10) Knowledge (Civics) 3 (+6), Knowledge (Philosophy and Theology) 5 (+8), Notice 7 (+9), Profession (soldier) 6 (+9), Search 6 (+8), Sense Motive 5 (+7), Stealth 3 (+4)
Feats: Chokehold, Equipment 1 (5pts worth), Improved Grab, Improved Grapple, Improved Initiative, Power Attack
Powers: Device (Body Armor [+3 Toughness]), Impervious Toughness 5, Super-Movement 2 (Wall-Crawling), Super-Senses 2 (Acute Hearing, Low-Light Vision), Super-Strength 2 (Maximum Lift: 3 tons)
Equipment: Machine-Pistol (3 Ranged Damage; Extra: Autofire)
Backgound: An imposing, silent figure, Agent Grimley shaves his head bald and has a horrible disfiguring facial scar running down his left cheek and under his sunglasses. He stands very still at attention and almost never speaks, even off-duty. Because people so seldom see him open his mouth, most people are unaware that there is a big gap between his front teeth.

A lot of guys in military intelligence came out of officer schools like West Point and Annapolis, but Grimley, who hails from a dirt-poor part of the Ozarks, was an enlisted man who rose through the ranks.

Back home he was always huge, quiet and misunderstood by his peers, who made fun of him. He never bothered to take revenge, never saw any point in it. Even though he was the largest man on his high school football team he still got teased a lot, and quietly ignored it. He joined the army after high school and his talents were quickly recognized.

A thoughtful, observant, detached man, he is much, much smarter than he looks. He reads Plato and Aristotle, and has taught himself ancient Greek. A keen observer of human nature, he loves Russian authors like Tolstoy for what they reveal about the workings of the human mind. In his spare time he paints, gardens and listens to classical music.

He is solitary by nature, and not especially lonely despite having no one close to, him. His mind has an insatiable appetite for knowledge, and he joined the program in hopes of getting to see and learn incredible new things.

He is a patriot, and a humane, good-natured man. Some of the things that he has had to do in the service of his country trouble him. Nevertheless, he follows orders without question, like a good soldier ought to.

Out of nowhere, Grimley will sometimes break his silence and utter some incredibly thoughtful, profound remark. His voice is surprisingly high and soft.

Dr. Clemente
PL: 9

Str: 8 (-1) **Dex:** 16 (+3) **Con:** 10 (+0)
Int: 20 (+5) **Wis:** 20 (+5) **Cha:** 18 (+4)
Initiative: 3 **Attack Bonus**: 6 **Defense:** 4
Toughness Save: 0 **Fortitude Save:** 5
Reflexes Save: 3 **Willpower Save:** 14

Skills: Bluff 10 (+14), Computers 8 (+13), Craft (Chemical) 10 (+15), Craft (Electronic) 10 (+15), Disable Device 2 (+7), Knowledge (Behavioral Sciences) 13 (+18), Knowledge (Civics) 3 (+8), Knowledge (Life Sciences) 9 (+14), Knowledge (Technology) 8 (+11), Medicine 8 (+13), Notice 2 (+7), Profession (Scientist) 12 (+17), Profession (Doctor) 10 (+15), Profession (Psychologist) 13 (+18), Sense Motive 10 (+15)
Feats: Assessment, Benefit (Security Clearance), Benefit (Head of Secret Government Research Project), Connected, Contacts, Distract (uses Bluff), Inventor, Jack-of-all-Trades, Skill Mastery (Craft [Chemical], Knowledge [Behavioral Science], Knowledge [Life Sciences], Medicine), Well-Informed

Background: Dr Clemente looks so old and fragile that no one expects him to be dangerous. Liver-spotted, wrinkled, with thin white hair, his normal facial expression is a querulous, slightly bewildered smile. His hands seldom shake, but he is in the early stages of Parkinson's disease and it gives his withered face a mask-like quality. Like many old men, it's sometimes hard to tell if he has heard you correctly—but in fact he hears and remembers everything.

Dr. Clemente has been doing the darkest sort of psychological research on human test subjects since the early 1960s. He has never bothered about the ethics of the thing, and has never troubled himself to come up with any kind of rationalization for his behavior. He enjoys finding out more about parahuman physiology, he enjoys watching people suffer and he works to ensure his own survival. He has no broader motivations or beliefs. Art leaves him indifferent, politics does not interest him, food is only fuel to be ingested. Only his work gives his life meaning—and the odd spot of vicious cruelty. Yet despite seeing himself as outside human morality, he is still oddly petty and conventional in many of his views. He mistrusts most African-Americans, he thinks popular music is just loud noise and would like to see it wiped out, and he is weirdly obsessed with monitoring his test subjects to make sure that they don't "touch themselves improperly." Many of the doctors and psychiatrists who worked on Project MK Ultra were subsequently exposed and disgraced. He was not—by a lucky chance the parahuman research projects he had been working on never came to the attention of the Church Committee, so when the remains of the program were absorbed by the Pentagon he was one of the first people they hired.

He has developed a very effective technique for creating new parahumans, which kills relatively few test subjects, called the "University of Minnesota Protocol" (he designed the first crude version of it for the CIA under MK Ultra's aegis at the University of Minnesota). Both the Cold Killer and Nocturne are products of early versions of the University of Minnesota Protocol. We're leaving the specifics of the Protocol deliberately vague, because we don't know precisely how parahumans come into existence in your campaign. We envision the technique as consisting of a program of drugs and psychological torture, which can make people with latent parahuman powers suddenly manifest them. If this isn't how becoming a parahuman works in your campaign, then feel free to change it.

In earlier years, Dr. Clemente was plagued by a dangerously intense hatred of women, which made it very difficult for him to work with female test subjects—he took too much pleasure from harming them and they all tended to die or go insane. He worked long and hard to bring his misogyny under control, and at the age of fifty-five he actually got married to one of his interns.

The death of his wife in 2002 changed him, as did his growing Parkinson's Disease. He has begun injecting massive doses of L-Dopa to keep his symptoms under control and the drug has been making him paranoid, irrational and even crueler than usual. His behavior has begun to grow erratic and his superiors have finally noticed. They don't have any problems with his medical ethics, they just don't want him to jeopardize the program. Clemente finds his work so interesting that he can't stop talking about it. He'll cheerfully explain the workings of some awful drug that interferes with your powers as he injects it into you, explain the specific effects of some brain-damaging treatment he's lobotomizing you with or the pain-induction technique he is using to torture you, even as he does these things. Proud of his accomplishments, he never seems to gloat, but he's clearly pretty pleased with himself whenever he gets to demonstrate another of his awful discoveries on a real, live superhero.

Executive Solutions M and Z

If and only if the PC group is exceptionally powerful, and they have gotten into a conflict with agents of the Pentagon Defense Force Agent Bellini will hire two parahumans mercenaries from a government contractor called Executive Solutions. While Executive Solutions is prominently featured in Plain Brown Wrapper Games' book "The Bad Guys", you won't need to buy a copy to make use of these two NPCs. For the purposes of this adventure, all you need to know is that they hire out superhuman muscle to whoever can pay for it, and that their biggest client is the United States Federal Government.

Executive Solution M
aka "Major Maximum"

Real Name: Major Buck Stone
PL: 13

Str: 40 (+10) **Dex:** 16 (+3) **Con:** 46 (+13)
Int: 10 (+0) **Wis:** 12 (+1) **Cha:** 16 (+3)
Initiative: 3 **Attack Bonus**: 12
Defense: 10
Toughness Save: 13 (12 Impervious) **Fortitude Save:** 13 **Reflexes Save:** 10 **Willpower Save:** 8

Skills: Bluff 3 (+6), Intimidate 13 (+16), Jump 5 (+8), Knowledge (Tactics) 8 (+8), Profession (Soldier) 10 (+10), Survival 5 (+6)
Feats: All-Out Attack, Assessment, Chokehold, Connected, Distract (uses Intimidate), Improved Grab, Improved Grapple, Improved Initiative, Power Attack, Takedown Attack, Taunt
Powers: Impervious Toughness 12, Strike 3 (Power Feat: Mighty; Extra: Penetrating), Penetrating Strength 10, Super-Strength 13 (Power Feats: Groundstrike, Thunderclap)
Complication: Insanely Gung-Ho (Can't willingly work with anyone who seems to be less than 100% patriotic or who looks "weird" or somehow subversive. He will attack "unpatriotic" or foreign targets first, even if doing so puts him at a tactical disadvantage)
Background: Buck Stone was an American hero. Beloved by millions, the crowning glory of the US Parasoldier program, he battled Marxist insurgents in El Salvador and Granada, the Bhopal disaster in India and villains like Dr. Frightful on the streets of New York City. The Army's superhuman program had a lot of expensive failures over the years, but Major Stone (aka Major Maximum) was a shining success.

Then he killed a prostitute. To this day he's unable to account for why. It wasn't like she had called him gay. He had beaten up hookers before if they questioned his manhood (he had some intermittent difficulty performing with professionals, which he attributed to stage fright) but he had never actually killed one. Not even if they called him gay. So what was it about this particular girl that made him go berserk? When it turned out that he was too tired to party, she was actually pretty nice about it. Yet it felt incredibly satisfying to rip her in half.

He truly hated being called gay. Not because he feared that name but because it wasn't fair. He enjoyed his infrequent explorations with men better than anything he had ever done with a woman, but that was because it was secret and forbidden, not because he was gay. Of this, he was sure.

When the investigation began to point toward Major Maximum, the Pentagon knew it had a serious problem. His image was clean, but it wasn't exactly wholesome. Major Maximum never claimed to be a nice guy, just a hard man who wouldn't let America take crap from anybody. He was gung ho, not gee whiz. Hardly the boy next door, the public wasn't going to just assume he was innocent. There were barely even any pictures of him smiling. Under the circumstances, even though he seemed likely to beat the rap (and he did) it would be better for him to retire. They farmed him out to private enterprise, where he shortly found that the work was easier and the pay was better.

After freelancing for a few years he found a place at Executive Solutions that suited him perfectly and he met the love of his life—the eight-hundred pound stone giant called the Gray Golem. Life has been good for the past decade or so. Buck doesn't even have to worry about the gay thing anymore. His partner isn't technically human which means the fact that the guy is officially male doesn't count. So long as he sticks with the Golem, Buck isn't gay. The Gray Golem himself is pretty skeptical of this line of reasoning, but Buck doesn't care.

Despite how well things worked out, the former Major Maximum still misses the glory of his public career. The Army has done a good job of erasing his memory from the public consciousness. No one ever makes reference to him in any official materials about superheroes, his name is never spoken on the

news and after 15 years he's as forgotten as Spandau Ballet or the Thompson Twins. That really hurts Buck and he still bears a grudge. He often jokes that he wishes the girl he killed was still alive so that he could kill her all over again for what she did to him.

Neither Buck's powers nor his personality are subtle, but he's very tough and an extremely competent soldier, so Executive Solutions sends him on missions where overwhelming force is needed. They generally send the Gray Golem with him, since otherwise the two of them worry about each other. They do bodyguard work as well, since they're both great at looming and looking scary. It doesn't appeal to them nearly as much as throwing some third world army's tanks around.

Executive Solution Z aka "The Gray Golem"

Real Name: Unknown (may not even have one)
PL: 13

Str: 40 (+10)	**Dex:** 12 (+1)	Con**:** 44 (+12)
Int: 14 (+2)	**Wis:** 16 (+3)	**Cha:** 9 (-1)
I**nitiative:** 1	**Attack Bonus**: 13	**Defense:** 8
Toughness Save: 12 (12 Impervious)		
Fortitude Save: 12		
Reflexes Save: 4	**Willpower Save:** 8	

Skills: Bluff 10 (+9), Intimidate 12 (+11), Knowledge (Arcane Lore) 2 (+4), Notice 6 (+9), Sense Motive 10 (+13)

Feats: Assessment, Connected, Distract (uses Intimidate), Power Attack, Takedown Attack, Taunt
Powers: Immunity 7 (to Aging, Critical Hits, Disease, Poison, Starvation, Suffocation), Impervious Toughness 12, Super-Strength 13
Equipment: Device (Huge Stone Hammer; Weapon +4; Power Feat: Mighty)
Complication: Blatantly Non-Human Appearance (looks like a huge stone statue with a nasty sneer on its face. Can't pass in normal society, suffers a –5 to all Bluff and Diplomacy checks.)
Drawback: Protection and Super-Strength are both Obvious (-1 point)
Background: At the end of World War 2, the hunt was on for Germany's secret weapons, scientists and supermen. The Americans and the Soviets grabbed everything they could, sometimes with little regard for the ethical implications. An advance team of US army rangers found the strange creature they called the Grey Golem inside a warehouse in Prague. A giant made of stone with an enormous stone hammer by his side, he appeared to have been recently killed (or rendered inert at any rate—he bore no visible wounds). Six dead SS officers lay around the giant in bloodied occult robes, smashed and broken like roaches on the floor. Clearly some terrible battle had taken place here, and both sides had lost. The rangers retrieved the fallen stone titan and sent him back to the US for study. No one could figure out how he had been killed or for that matter how he ever could have been alive in the first place. After many rounds of failed tests, the creature was left in storage at an Air Force base in the Nevada desert. In the mid 1970s the Mossad requested permission from the Americans to study the stone giant. The Air Force agreed, and Mossad sent their kabalistic sorcerer "Doctor Solomon" to the hanger in Nevada.

Dr. Solomon immediately identified the creature as a thing out of Yiddish legend, the Golem. Presumably some forgotten cabalist had built this artificial man to protect Prague's Jewish community from the Nazis. Considering what had become of the Jews of Prague, the Golem hadn't been finished in time to do much good. Someone had inactivated the creature by blotting out one of

the magic letters written on the top of its head, but this was easy enough to fix. Curious about the golem's origins, Dr. Solomon drew the missing letter back into place and brought the creature to life. It acted surprisingly human, in that it was a sneering, sarcastic and thoroughly disagreeable being, who refused to answer any of Doctor Solomon's questions out of sheer obstinacy. It did however accept his offer to come work for the Mossad.

The Israelis wanted to put the Golem through Basic Training and a set of courses in military intelligence, but it refused to cooperate, so they just dumped it directly into a secret parahuman unit called "the Forgotten Men" and started giving it covert assignments.

Over the next fifteen years the Gray Golem fought the Egyptian Secret Service, the PLO and various armed factions in Lebanon, clashing with other superhumans many times. He never got along with the rest of his unit, partly because his super-abilities were badly matched with theirs (most of the Forgotten Men had stealthy, subtle powers) but also because of his personality.

He remained as cynical, sarcastic and truculent as when Dr. Solomon first revived him. Impossible to get along with, he would constantly snipe and jeer at the other members of the team, undercutting their confidence and provoking mischief for no reason. He used excessive force, he defied orders for the heck of it.

In the late 1980s the Forgotten Men got wiped out on a mission to Iraq. Only the Grey Golem survived, and that was because he had missed his flight. It made him think. Why was he busting his hump for a little money and the joy of fighting? He could fight guys and get rich.

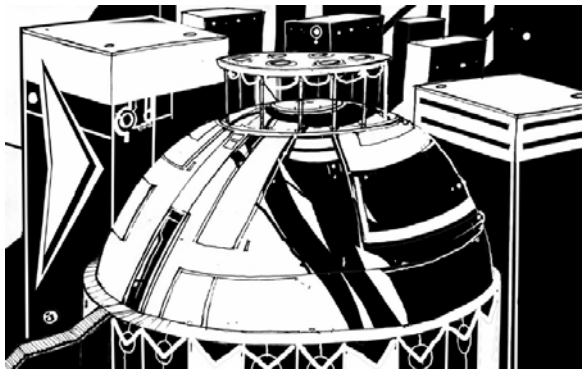
After a few bungled attempts at supercrimes in Europe, he got wise and hired himself out to Executive Solutions. There he met the love of his life, the disgraced American superhero who used to be known as Major Maximum. Their relationship is pretty tempestuous, but despite his rotten disposition the Golem really tries to keep it together. He tells himself that he's only doing this because its so difficult to find anyone he can get physically intimate with (at least without killing them) but he's lying to himself. The truth is that he's finally found the one thing in his life that he doesn't want to crush. Love has mellowed the Grey Golem quite a bit, but he's still impossible. Contrary, sarcastic, stubborn and petty, he constantly sneers and makes cutting remarks. He's selfish and defiant, and will oppose other people even when it's to his advantage to go along with them. Even though he doesn't need to eat and can barely feel anything through his stone skin, he loves his little creature comforts and will cause all kinds of havoc if someone else gets in the way of them. He wants the best seat on the airplane, he wants the biggest sandwich on the plate, he wants the best chair in the briefing room and he'll cause trouble if he doesn't get it. He's the kind of guy who will smash the pie and throw it out the window if he sees that you have a bigger slice. Smarter than most people think, he's good at manipulating others and loves to provoke fights. He claims to have never cared for anything, but if you see the way he looks at Major Maximum you'll know that's a lie.

Not a subtle opponent, the Grey Golem's powers aren't suited for stealth. But years of fighting other superbeings have made a tactician out of him. He wants to win, and he'll calmly do what it takes. If he has a chance, he'll spend a moment sizing his opponent up, figuring out how their powers work and whether he can find a weak spot while his teammates soak up some damage. He'll usually attack the target who looks most vulnerable to physical attack, and will only come to grips with other super-strong bruisers if he has to (or if that's clearly what would make the most sense).

He constantly talks trash and jeers at his opponents. Not only does this make them mad (a goal in and of itself, as far as he's concerned) it also makes them think he's a prancing buffoon and underestimate him.

He will kill if it's a part of the mission or if it seems like the most expedient way to solve a problem, but he won't do it casually or in an impulsive rage. His anger burns cold, instead of hot. While he loves combat, he never gets completely swept away by the joy of battle. He knows when to withdraw and he has no intention of dying for anyone or anything. He tells himself that this includes Major Maximum, but deep down he knows it isn't true.

SCENE 3: ARTIFICIAL BEDLAM



A phone rings in the distance, persistent and annoying. The echoes from the ringing seem to vibrate in your jaw. Ignoring the payphone, you see a television repair shop. The rolling images are flashing one phrase over and over again, "Pick up the phone!" Another telephone rings near the television repair shop with the same persistent, jaw-piercing ring.

"This is how we will communicate within the Bedlam construct." The voice is Dr. Clemente's, he seems pleased. "If you will look on the screen of the television, you will see the objective of this exercise." The flickering screen comes to life with an artist's rendition of a combat vehicle. A six-wheeled job with armor plating and a huge turret on top of the cargo section. "This is the chase car. We call it the Delta Interceptor. Your objective is to find and follow the Delta to a randomly selected location within Bedlam and plant a tracker onto the vehicle. Use whatever means necessary to complete your objective. Good luck."

The line goes dead.

As you hang up the receiver of the payphone, it rings again. How annoying!

It's Doctor Clemente. "One more thing, if the combat constructs inflict too much damage, you will feel it. The injuries you take in this simulated world are potentially fatal. So, be careful, be wise and be successful."

The line drops again. Great, a deadly video game. What will the Pentagon think of next? The street is suddenly full of people. They don't notice you at first. They bump up against you as they rush by, heads down, intent on getting to their destination. The realism that the programmers put into the artificial reality of Bedlam is amazing. Clothes ruffle in the slight breeze that is coming from the harbor. The smell of the salt water is nearly perfect. You can see individual hairs on the heads and faces that pass by.

The Rules in Artificial Bedlam

Dr. Clemente's simulated reality works just like the real thing—with a couple of variations. Skill checks, feats and superpowers all function normally here.

Combat in Artificial Bedlam should be conducted according to the standard rules, but the PCs will take only half the regular amount of damage from any attack (Dr. Clemente's simulation isn't quite calibrated correctly yet). An attack that should do 2 damage only does 1, an attack that should do 12 only does 6, and so forth. Apply this modifier only to damage that actually gets through the PCs Toughness. The PCs can still inflict their normal level of damage on other characters and objects—they're just more durable than normal themselves.

DELTA INTERCEPTOR

Strength: 40 **Speed:** 6 **Defense:** 9
Toughness: 12
Features: Remote Control
Offensive Powers: Huge Cannon (Blast 10; Extra: Explosive), Tangle Gun (Snare 8)
Defensive Powers: 6 Impervious Defense, Provides Immunity to Suffocation to anyone inside.

THE CHASE

Have the PC's roll Notice check vs. DC 15. If successful, they will see or hear the Delta Interceptor in the distance. If they fail, let them walk around for a minute and try again.

Standard chase rules apply when the PC's finally spot the car. If the PC's fail more than five times to try to spot the Delta Interceptor, Dr. Clemente will terminate the experiment, see *Finishing the Program* for more details. Once the PC's succeed in spotting the car, they will be led to the Bedlam Train Station.

The Train Station:

The combat vehicle screeches down Davis Avenue and heads towards the train station. The building looks new and almost shiny in stark contrast to the real Bedlam Municipal Rail Building. There is no graffiti on the walls and the windows reflect the perfect blue of the sky. It really was a beautiful structure when it was built a century ago. Up ahead, the car makes a sharp right turn and heads into the underground parking lot.

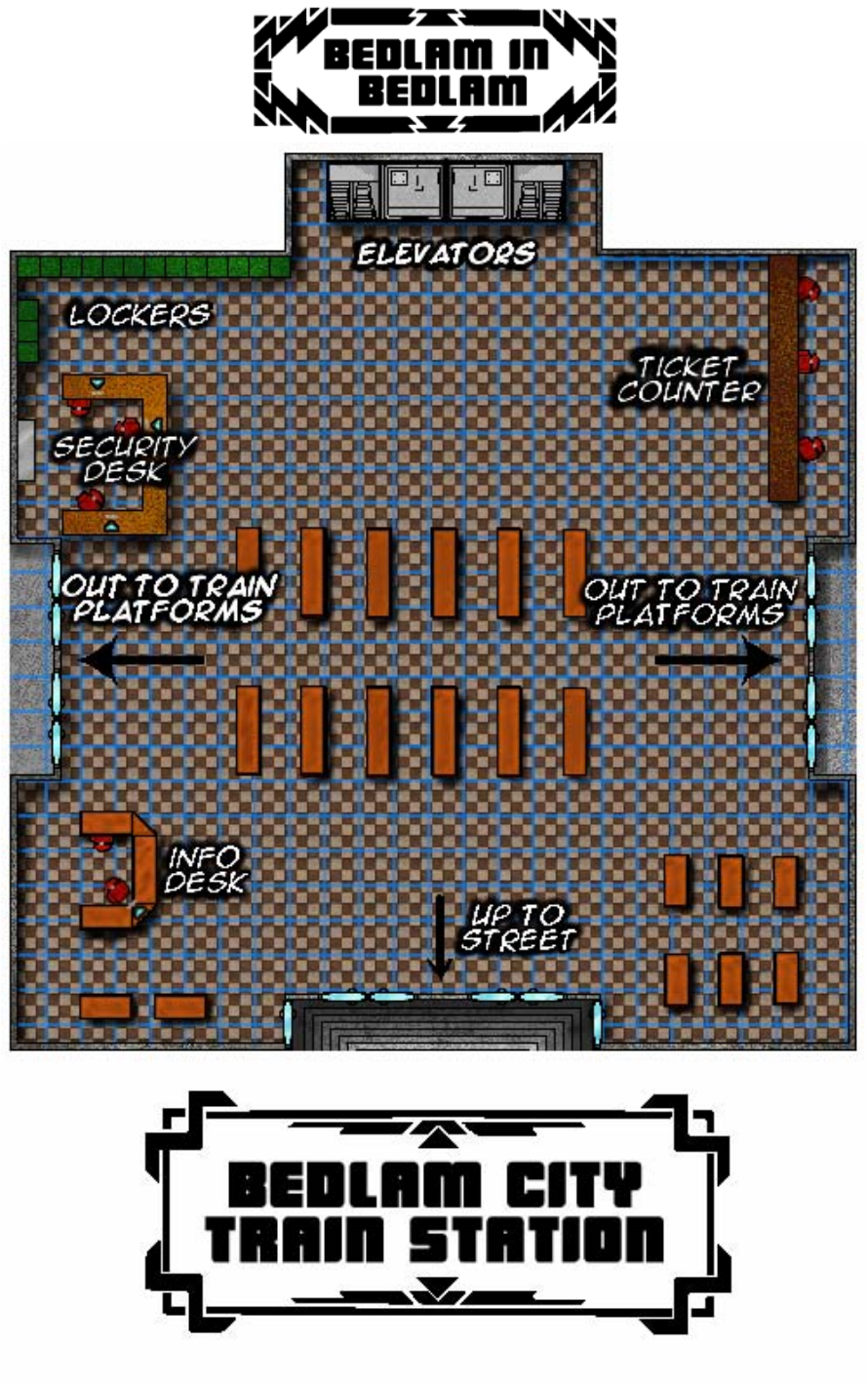
Key to the Bedlam Municipal Rail Building:

The train station is a massive structure that was built near the turn of the twentieth century, back during Bedlam's glory days. It is a gothic piece of architecture full of frescos and gargoyles.

The simulated security personnel within the train station construct are alert and attentive—rather more so than their counterparts in the "real-world" Bedlam. The train station has been the hub for any number of illegal activities at one time or another and the security guards are often suspicious. At least in an ideal world like the simulation. The guards in the "real" train station have instead learned to mind their own business and not interfere.

As the PC's search the train station, they will not find the chase car. In fact, Dr. Clemente has arranged for the Delta Interceptor to be hidden in Nocturne's secret lair on Sub-Level 5 through a secret elevator located within the Parking Garage. The PCs can find the hidden elevator and Nocturne's concealed headquarters, but it's going to be tricky.

On the next few pages, we have maps of all five levels of the station and descriptions of what they will find there.



General Description

Because the PCs will (probably) go straight into the parking garage, they may never see the main level of the train station at all. Then again you never know with player characters, particularly if they can teleport or walk through walls, so here is a description of the concourse level.

The ceiling is forty feet high, the walls and floor are all Toughness 10. Most of the ceiling is as well, but there is a large (10 by 25 foot) skylight in the middle of the room which is only Toughness 2.

Everything is much cleaner than in the real Bedlam Train Station, and there is no gang graffiti at all.

Security Desk

This station watches the trains, the underground garage and has closed circuit camera control over the entire station. The station is usually manned by 4 Security Guards (see the stats at

the end of this section). If an altercation takes place, they will call on the Bedlam Police Special Assault Squad which will arrive within 5 rounds of combat (would that their response time were that good in the real Bedlam!). The security guards also man the information desk

Information Desk
Two Security Guards sit here, greeting and directing the people who come and go within the station, passing out brochures on Bedlam. They are considerably more well-groomed and polite than their counterparts in the real world.

There are limits to how much detail the simulation can provide. If a PC takes one of the brochures and opens it, they will find that the pages are blank. If they complain to the guard on duty that they've been given a blank one, the guard behind the desk will blandly apologize and hand them another brochure, which is also blank.

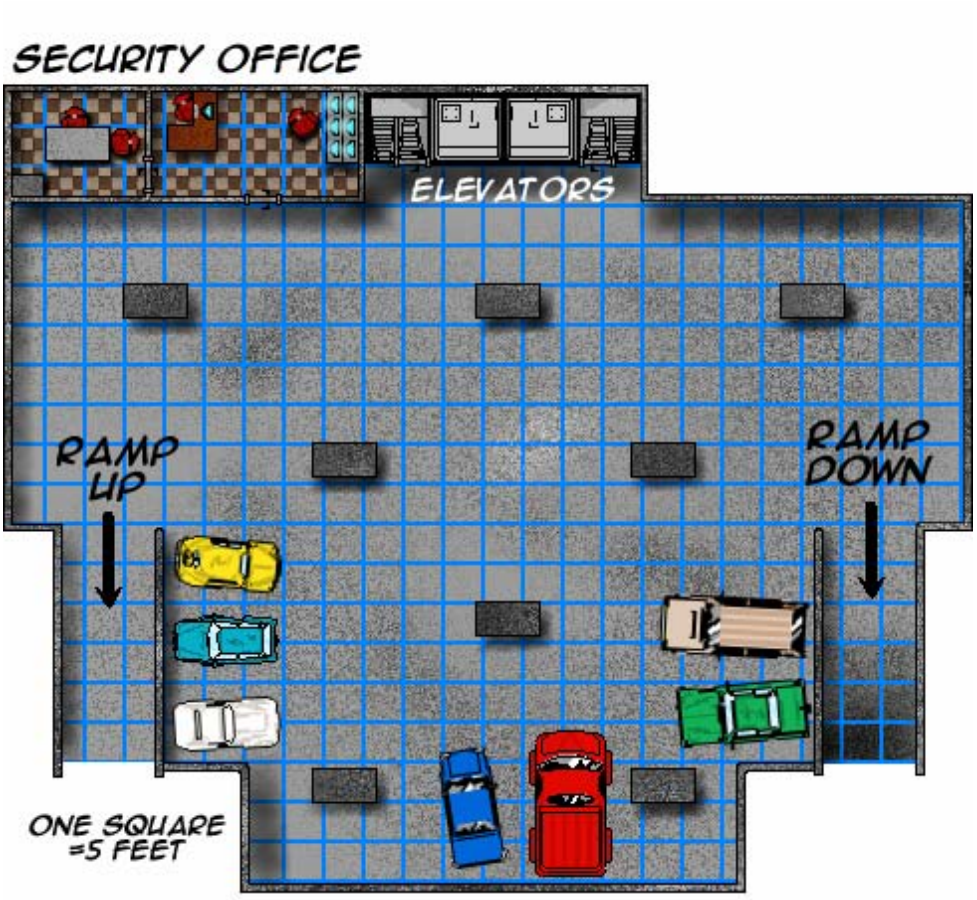
Ticket Counter
A smooth granite-topped counter divides the ticket agents from the public. There are three agents, all of them pretty, blonde and unfailingly polite. A PC who makes a Notice roll vs. DC 15 realizes that each one of them looks exactly like one or another famous model, but their voices all sound like famous actresses.

Although the PCs don't arrive in Artificial Bedlam with any cash in their pockets, the ticket agents would be happy to accept any major credit card and sell you a ticket to the nonexistent destination of your choice, should any PC attempt such a pointless course of action.

Lockers
Polished green metal lockers stand against the wall here. Unlike in the real Bedlam they are all clean and they all work. Each one is Toughness 8, and costs fifty cents to rent. The security guards at the nearby desk are used to helping people with the lockers and are happy to walk over and demonstrate how they work. Five of them are presently in use. One is empty, three contain identical suitcases full of identical clean new clothes that have clearly never been worn, and one, just as a joke on the part of the simulation's designers, contains a kilogram of heroin, five thousand dollars in cash, a priceless Faberge egg, Edvard Munch's painting "The Scream" (rolled up in a tube) and a loaded, silenced Russian handgun with a twenty-shot magazine. The gun does 4 damage.

Benches
Shiny brown wooden benches without backs fill the waiting areas of the train station. No homeless people are sitting or sleeping on them and the wood looks brand new. Each bench weighs 800 pounds, and if you were to rip it out of the floor and use it as a weapon, it would do 5 damage.

There may or may not be innocent bystanders sitting around on the benches. If the GM decides there are, then they all look like moderately successful character actors the PCs have seen in one or another movie or television show, but as with the ticket agents, their voices have all been switched around. None of them look seedy enough to be hanging around the real Bedlam Train Station. They act just like most of the real innocent bystanders the PCs have seen, fleeing, begging for help or falling down in a helpless panic if threatened. If a PC were to waste time talking to one of them, it would immediately become obvious that they've been programmed with only the simplest simulated personalities. They can't even make very convincing small talk.



BEDLAM TRAIN STATION PARKING GARAGE

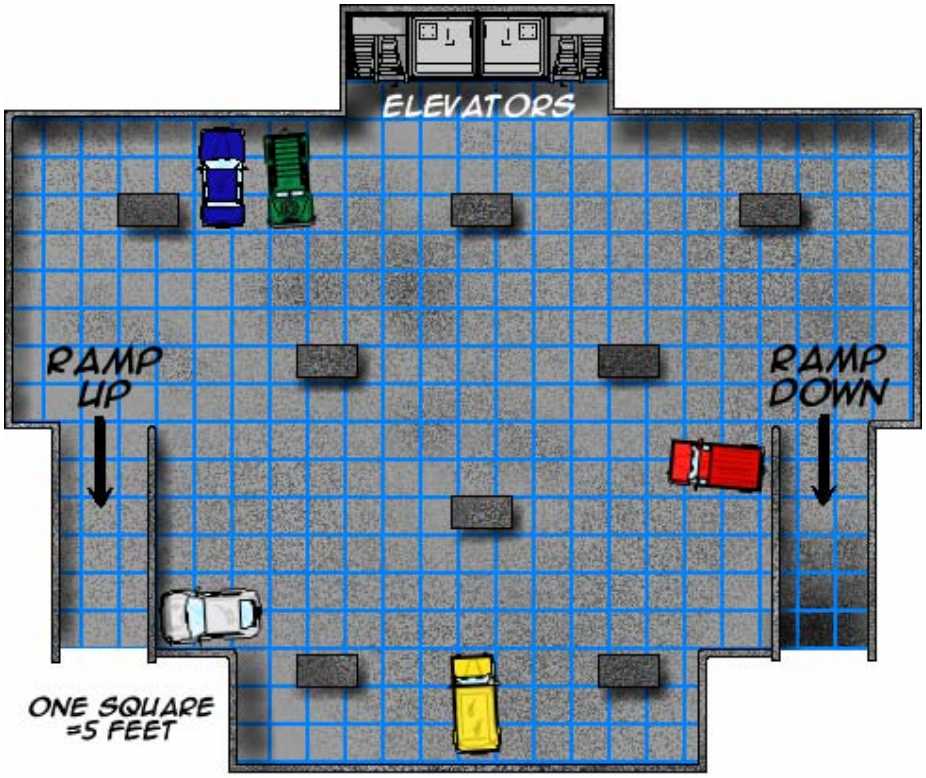
General Description
The walls, ceiling and floors are Toughness 10 and the pillars are Toughness 12. If more than three pillars get broken (or more than two pillars that are adjacent to one another), the roof will collapse in 1-5 rounds, ending the simulation for any Player Characters trapped under it.

Main Parking Area
Out of the seven cars parked on the first level of the parking garage, only two are really noteworthy. The blue Lincoln Continental parked against the bottom wall is bulletproof, Toughness 12 rather than the usual Toughness 8. The red pickup truck next to it has a window rolled halfway down on the driver's side and can be unlocked and opened with a single Action. There is a loaded revolver in the glove compartment. It does 3 Damage. The rest of the vehicles on this level are all identical, despite looking different from the outside. Each one is locked, each one is spotlessly clean and has that "new car" smell.

Generic Simulated Car
Strength: 30 **Speed:** 5 **Defense:** 8
Toughness: 8

Security Office
Located on the first parking garage level, this station primarily watches the passengers on the various trains. They have the capacity to monitor any security camera in the building, but normally focus their attention on the train platforms.

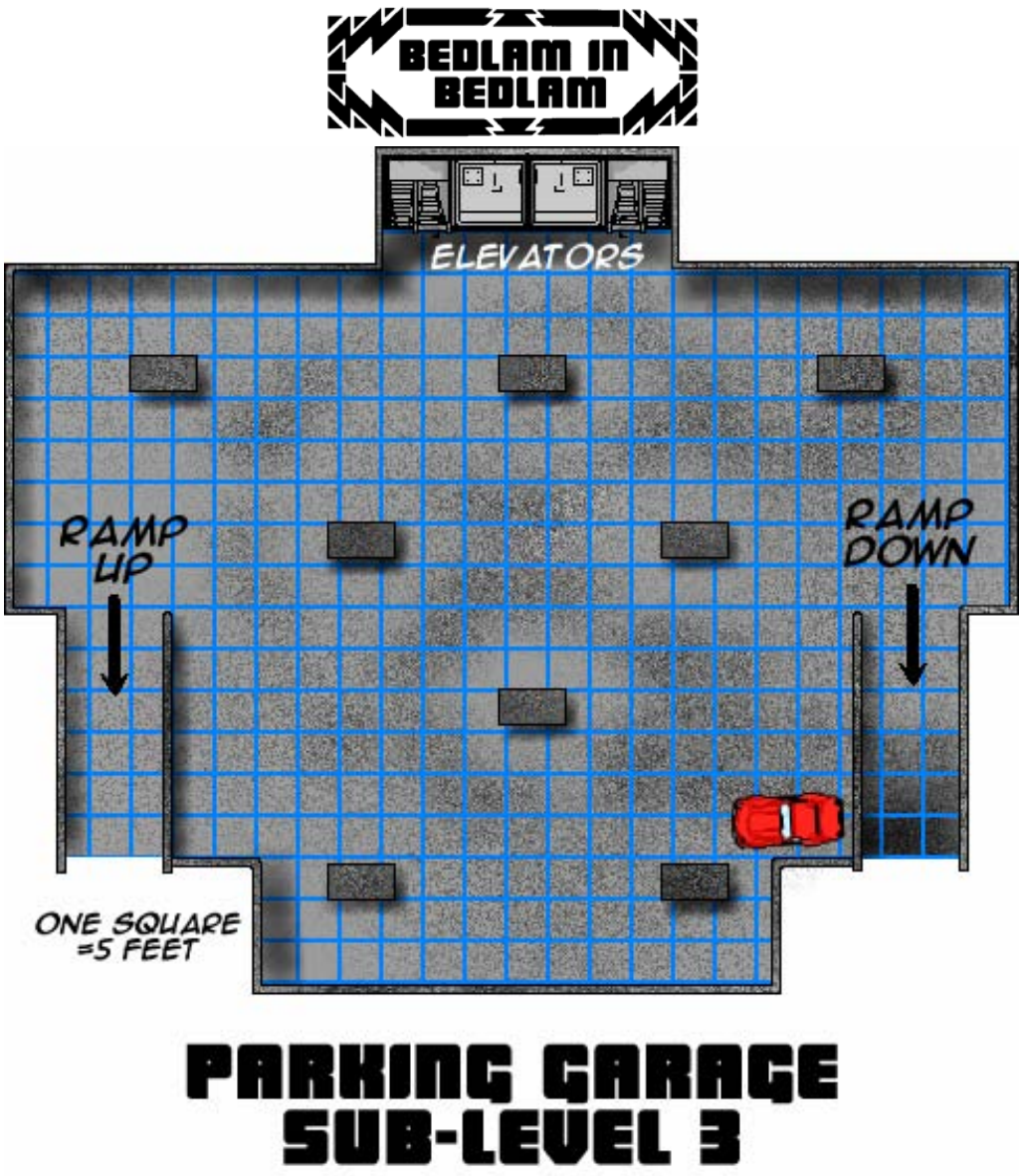
The back room serves as both an office for the security guards and a place to detain possible threats to the Bedlam Municipal Rail Building. It is often used as a temporary holding facility until the Bedlam Police come by to pick up offenders.



PARKING GARAGE SUB-LEVEL 2

General Description
The walls, floors and pillars are the same here as on the levels above and beneath (Toughness 10 and 12, respectively). Smash down more than three pillars or more than two pillars that are adjacent to one another and the ceiling falls on your head in 1-5 rounds, ending the simulation.

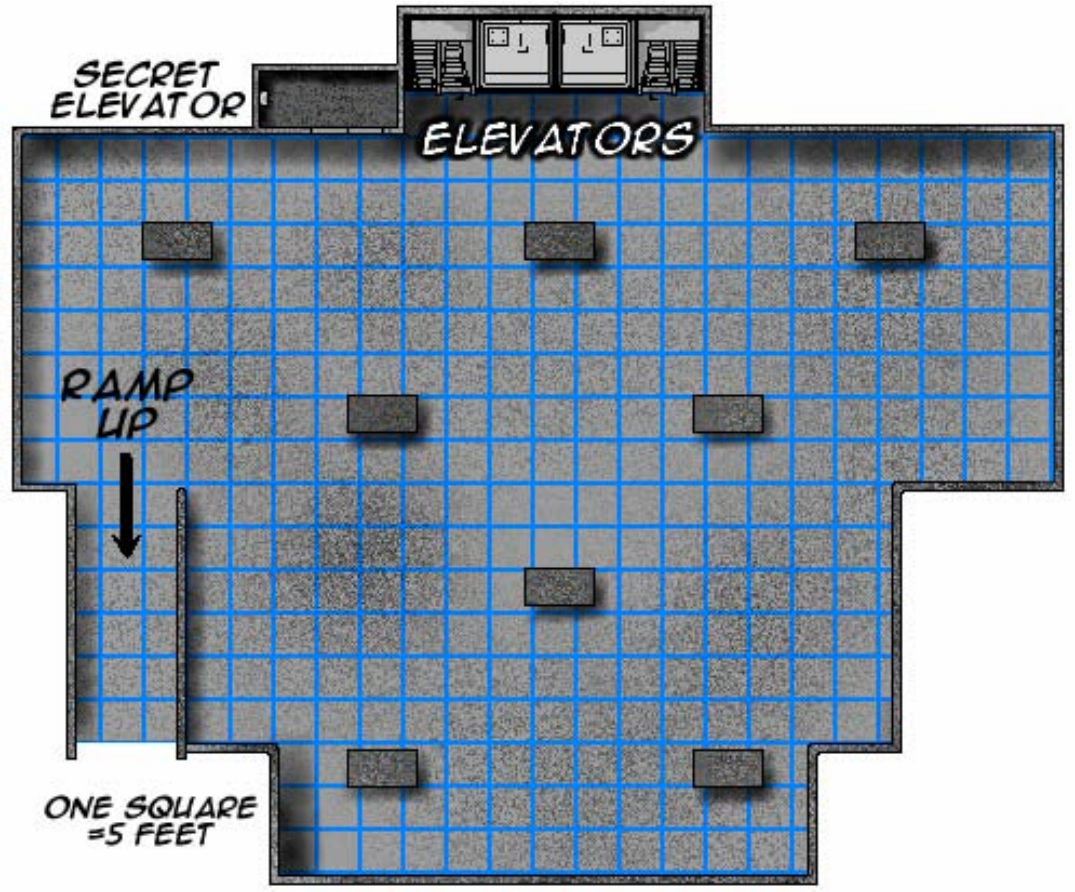
The cars here are all generic (see the stats above), but the green jeep parked against the north wall is unlocked and the keys are lying on the passenger-side floor.



General Description
The walls, floors and pillars are the same here as on the other levels. The walls and floors are Toughness 10 and the pillars are Toughness 12, respectively. Knock down more than three pillars or more than two pillars that are adjacent to one another and the ceiling collapses and the simulation ends. There is only one car on this level—a red sports car which faster than the generic cars. Here are its stats.

Little Red Sportscar
Strength: 30 **Speed:** 6 **Defense:** 8
Toughness: 8

The red sports car locked, and takes a Disable Device Check vs. DC 20 to open. Fail the skill check and not only does the car's ignition lock down and refuse to start, but a particularly loud and ugly alarm goes off, along with a hostile-sounding tape-recorded voice that endlessly repeats "The Police have been called!"
The voice does not lie. The Bedlam Special Assault Squad will arrive in 10 rounds. In real life they would be unlikely to show up for a car alarm, but this part of the simulation was a little rushed—no one thought the PCs would actually break into some random civilian's car.



PARKING GARAGE SUB-LEVEL 4

General Notes

At first glance it doesn't look like there's much to see dawn here. The bottom level of the underground parking garage is devoid of vehicles. Yet this is where the Delta Interceptor went. Where could it have gone?

Frustrated super-strong PCs who take it out on the pillars will find that they are Toughness 12, just as they are on the levels above. Knock out more than three pillars or more than two adjacent pillars and the roof will collapse in 1-5 rounds. If you are under the roof when it gives way, the simulation ends and you find yourself back in the lab with Dr. Clemente.

The Secret Elevator

There is a secret car-sized elevator concealed within the garage.

The elevator can be found with a Search check vs. DC 20 and its alarm systems can be deactivated with a Disable Device check vs. DC 25. The elevator only has one button to press. There is no label.

If the PC's do not succeed in their Disable Device roll, an alarm will sound within the building and summon both the Security Guards (in 2 rounds) and the Bedlam Police Special Assault Squad (within 5 rounds). See Page 20 for stats and a description of and stats on the Bedlam Police Special Assault Squad

SECRET SUB-LEVEL 5

The elevator doors open and you see a wall of computer equipment. The car is nowhere to be seen, but you can still smell oil, gasoline and steel. A figure jumps out from the darkness.

The PC's at this point should be flat-footed. The masked figure wears a midnight-blue body suit with red gloves and boots. Red stripes adorn the suit in various locations—hey, that's him on the cover of this book!

The figure is a construct of Nocturne and will attack the PC's as they come out of the elevator.

This simulated version of Nocturne should be 1-2 power levels higher than the PC's and will employ his crime-fighting gadgetry and his martial arts skills to his greatest advantage. The main objective for the Nocturne construct will be to disable the PCs as quickly as possible.

Location Guide to Sub-Level Five

The PCs probably won't get to see a lot of Sub-Level Five, since Nocturne attacks them immediately. In the "real" Bedlam, this is also where Nocturne resides, but the simulation doesn't get it quite right. If the PCs ever see Nocturne's actual lair (and they probably will in Scene 4) then they will immediately notice one difference—the simulated version of Sub-Level Five smells better.

General Notes

The floors and walls are made of concrete and the ceilings are fifteen feet high. There are no rugs on the floor and no pictures on the wall. Echoes are loud and harsh.

The walls are Toughness 15, while the pillars are Toughness 20. Each one weighs about four tons. If two or more pillars get

knocked down, then the whole ceiling will collapse in 3 rounds, and the simulation ends.

Computer Banks
An extremely retro-looking 1960s computer bank stands here. It wouldn't seem out of place in a NASA control room from the Apollo era, or in a comic book from the Silver Age.

A battered old office chair that once looked extremely stylish and "now" sits in front of the block of flickering screens.

In the simulated version of Bedlam, the computer doesn't actually do anything. If the PCs get a chance to fiddle around with it, they can't figure out its passwords or make it do much of anything apart from producing some bleeping sounds and some patterns of lights on its screen.

Of course, it might be more fun to rip the machine out of the floor and hit Nocturne with it. The computer weighs 1 ½ tons and has a Toughness of 10. It does 7 damage if used as a bludgeon.

"Garage"
The Delta Interceptor is parked here. In the real world, the floor under the car is stained with oil and other automotive fluids. Here it's pristine.

Sleeping Area
This area looks much the way it does in the real world. Nocturne lives a Spartan life and it shows in his décor. There is a neatly made-up cot, a footlocker and some crates full of military K-Rations sit nearby. Dr. Clemente has no idea what Nocturne would actually keep in his footlocker, so it's empty.

In the real world, Nocturne's bed is unmade and a number of empty containers of rum-raisin ice cream (his only vice) are stacked neatly on the floor by his cot. Otherwise this captures it just about perfectly.

Makeshift Infirmary
Not much to see here but a gurney and some cabinets full of basic medical supplies, all of which are fresh, new and unused. If the PCs ever get a chance to see this area in real life they will find that it isn't nearly this tidy.

FINISHING THE PROGRAM

It doesn't matter whether or not the PC's are successful in planting the tracking device on the Delta Interceptor. Dr. Clemente will halt the program if the PC's:

a) Do not find the chase car
b) Are subdued to unconsciousness by the other constructs
c) Or if they succeed in defeating the Nocturne construct

Upon finishing the experiment, the PC's will each receive a reward of 10 points worth of equipment (or a temporary Wealth Bonus of +2 if you are using the optional wealth system) and be sent on their way back to Bedlam.

Project Outlook Unlimited has access to just about any kind of weapon, defensive device or spy gear that a PC could possibly want to have, but of course they don't have any mystical artifacts or alien super-technology (that they're willing to share). The PCs should be allowed to keep the equipment until the end of the adventure, or until they lose it or give it to someone else—whatever happens first.

The story will continue in the section *Nocturne.* In the meantime, the PCs can continue to chase leads on the Cold Killer, talk to government contacts to get more information on Dr. Clemente or Greg Pelleg, or even have some completely unrelated adventure. It can make your campaign-world seem more vivid and alive to have multiple plot-threads developing at once (and of course that's how real comic-book authors craft their worlds). But the PCs should encounter Nocturne soon, before they have a chance to get frustrated chasing dead-end leads or get deeply involved in some completely separate plot-arc.

In the intervening time the PCs will be watched carefully. Agents of the Pentagon Force Protection Agency. (as described in Recruitment) will always be near. PC's can become aware of the agents with a successful Spot check vs. DC 25. Once aware of the agents, the PC's can successfully lose them with a Stealth (or other appropriate stealth related skill) check vs. DC 25

If they confront one of the ominous men in suits who has been watching them from a distance, they aren't willing to say who they work for. If a PC threatens them, they will politely point out that it is a crime to threaten a federal agent. If the PC then asks if that means that they are federal agents, the agent replies "I didn't say that."

If a Player Character manages to coerce or blackmail the agent into talking, or if they just read their mind, they find that the agents work for the Pentagon Force Protection Agency. They may know Agent Bellini, or they may know nothing more than that they were assigned to watch the PCs, but they certainly won't know about Project Shiraz or Outlook Unlimited.

NOTES FOR THE GM: WHAT IF THEY GO BACK TO THE TRAIN STATION?

While you can go straight from Scene Three to Scene Four, the transition is set up so that there can be a gap between them. PCs can use this gap to do some more investigative work, rest and recover from any injuries they might have suffered in Scene 2, or even take part in some unrelated adventure.

We have found in playtesting that some of them will go to the Bedlam Train Station and see if there really is some kind of secret base buried underneath it. And of course there is. It's where Nocturne presently makes his home. If the PCs decide to do this, there are a number of different ways to deal with it, depending on when and where you want them to first encounter Nocturne. Whichever option the PCs pursue, be sure to play up how much smellier, dirtier, more graffiti-smeared and dangerous the real Bedlam City Train Station is than the one in Artificial Bedlam—it's one of the adventure's themes.

1) The Program Lied

If you want to make it really hard for the PCs to find Nocturne's lair, then the hidden elevator opens onto a different level of the Parking Garage (pick whichever one you like). The simulation didn't get it quite right. If you want to make it totally impossible, then there is no secret room under the Bedlam City Train Station at all—the simulation was based on inaccurate data. Nocturne's base of operations is actually located under a different parking garage in a different public building.

2) Whoops! There He Is!

If you don't want the PCs to discover Nocturne's lair, the easiest way to avoid it is to him approach the PCs on their way over to the train station. Just leap right into Scene 4 and read them the text-box. Leave out everything that doesn't fit the specific situation (for example, if they're walking through an alley when Nocturne approaches them, omit everything that refers to the fight taking place on a rooftop). If the PCs chase Nocturne and he leads them down into the parking garage of the to the Bedlam City train Station, so much the better.

3) Too Late—He's Gone!

For an eerie touch, perhaps the PCs find the secret chamber under the parking garage, but it clearly hasn't been used in a while. The huge, ancient computer is switched off and non-functional, all of Nocturne's personal belongings are gone. He has already relocated somewhere else. They can still see fresh tire marks on the floor, and a small pool of oil left by the Delta Interceptor. The empty room smells exactly the same way it did in the simulation—like a car-repair shop. Nocturne has left no indication of where he might be going. Nor will the PCs pick up any leads before he abruptly contacts them. Go to Scene Four whenever you are ready.

4) Let Them Find Him

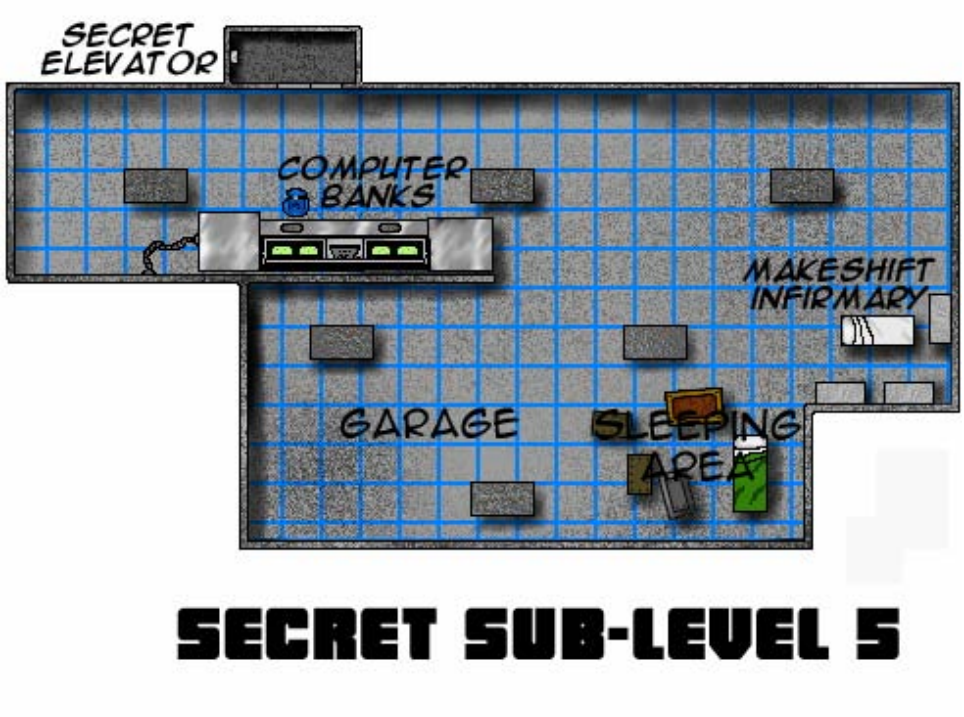
If you like, the PCs can come to Nocturne rather than him coming to them. If the PCs find the secret elevator in the parking garage, you might want to just go with it and stage Scene 4 in Nocturne's Lair instead of on a rooftop. It adds a different flavor to his attacking the PCs and accusing them of being agents—they're breaking into his home!

There are three ways of handling this option. Either Nocturne hears them breaking in and attempts to ambush them, using his Stealth and knock-out gas, just as in Scene Four, or the PCs enter his lair while he is out and he suddenly returns in the Delta Interceptor with a

Styrofoam container of fast food, or else the PCs stumble across Nocturne unawares—he steps into the room with a pint of rum raisin ice cream in one hand, clearly looking for a spoon, then he sees the PCs, drops the ice cream and everything gets crazy.

What's Nocturne's Lair *Really* Like?

Nearly empty in the simulated version of Bedlam, here's what the lair under the train station actually contains.



General Notes

Designed as a secret listening post and temporary hiding place for agents like Nocturne, its décor is extremely Spartan. There are no pictures on the unpainted concrete walls, no rugs on the concrete floor. Ceilings are an uncomfortable 15 feet high and sound echoes harshly. The whole places looks and feels like a garage—the smell of gasoline and machine oil is in the air, a fine layer of grit settles over anything left lying uncovered for long. It isn't nearly as clean as the simulated version.

The walls are exceptionally resistant to damage—Toughness 15, while the pillars, reinforced with a special secret alloy, are Toughness 20. If you manage to tear a pillar loose and try to hit someone with it, it makes a splendid if unwieldy weapon, doing 9 damage to anything you can hit. Each one weighs about four tons. If two or more pillars get knocked down, then there is a one in two chance that the whole ceiling will collapse in 1-5 rounds, doing 10 damage to anyone caught underneath and possibly trapping them, at the GM's option.

Computer System

This is where the PCs will probably fight Nocturne, at least in the simulated version of Bedlam.

The dominant (and in fact the only) feature of the room is a huge computer terminal, flanked on either side by hulking steel mainframe cases. The computer hardware is incredibly advanced—for the late sixties. It's more than the equal of anything NASA had by the time of the first moon landing.

There are fluorescent lights in the ceiling overhead, but when the PCs enter the room, the lights have been switched off and the only illumination comes from the elevator and the shining green computer monitors.

You could try to rip the computer bank out of the floor and hit someone with it—the machine weighs 1 and ½ tons and has a

Toughness of 10. It does 8 damage if a super-strong character uses it as a bludgeoning weapon.

Or, you could sit down at the terminal and try to use it. The terminal screens are black with glowing green letters. There is no graphical interface—it's a proprietary (and classified) Operating system that doesn't even vaguely resemble DOS or Unix, written in some early machine language. Instead of CD ROMs, it uses giant reel-to-reel tapes for data storage. There are some actual video monitors mixed in with the computer screens (which don't have enough resolution to display video).

It is difficult for a modern computer user to make sense out of this setup. Anyone who doesn't have some very good reason in their background to be familiar with this type of machine (are there any immortals who used to work for the CIA on your team? Any spies who've been frozen in a block of ice for the past thirty-five years?) will make all Computer skill rolls at a –4 penalty while attempting to use Nocturne's computer. If you succeed at the roll and take at least five minutes to study the machine, you can learn the following.

Success vs. DC 15

The system uses an archaic programming language that resembles some of the stuff the Department of Defense was working on in the late 1960s. It isn't NASA software, but it bears a resemblance to it. It's considerably more sophisticated than anything outside of a mad scientist's lab for the late sixties, but hopelessly slow and limited by 21st Century standards. At a guess, this system was probably built between 1968 and 1973, by the US military or intelligence agencies, and was probably a secret project.

Success vs. DC 20

1) How to turn on the video screens, enabling you to see through various hidden cameras scattered around the train station and the rest of Bedlam. About twenty of these cameras are still in operation, four of them in the train station (the one in the secret elevator no longer works). The rest seem to be placed in an almost random assortment of public places, including a janitorial closet in City Hall that used to be part of a high-security conference room, before the building was remolded and then lapsed into disuse (see Page 175 for an explanation of the sad fate of Bedlam's City Hall).

One of the cameras shows a windowless concrete hallway. There is an armored door just barely visible in one corner of the screen. This is in fact a hallway on the first sublevel of Area 2501, just outside the children's classrooms. Nocturne does not have access to any other hidden cameras inside Area 2501—the other taps were all found and disabled years ago. Whether or not anyone walks in front of the camera while the PCs are looking is strictly up to the GM.

2) How to activate and deactivate nine different audio bugs scattered around the city of Bedlam. There's one in the secret elevator, one in the parking garage it leads out of, one in that janitor's closet in City Hall and a few more in odd locations around town. There are two bugs inside Area 2501, a very scratchy and faint one in a conference room and one in the security station where the power-armored guards monitor the children.

Whether or not the PCs hear anything significant while they are listening is once again up to the GM (although you would expect the odds to be against it).

3) Whoever has been using this system has tried repeatedly to access some kind of schematics or floor plans. It doesn't look like they've succeeded. Either the name of the thing they were looking for is "2501" or that's the name of the file they were trying to access.

Success vs. DC 25

Everything available at a lower level of success, plus the following.

1) How to activate a series of phone taps on about twenty different lines. All but three of them are now defunct. One of the numbers that still function has been reassigned to a middle-class family in the suburbs outside of Bedlam. One is on the private line of a prominent superhero who has been around since the Silver Age and has nothing to do with this adventure (pick one from your campaign, or eliminate this option altogether if you think it will send the PCs down a blind alley). The remaining tap is on one of Dr. Clemente's two

office lines. This last wiretap might or might not pick up something significant while the PCs are listening to it, at the GM's option. If the PCs do get to hear Dr. Clemente say something compromising, please bear in mind that he doesn't know anything about the plot to manipulate Nocturne and the PCs into liberating the children—he is himself the target of that plot. He does know that Nocturne has been nosing around the project, and that Dept of Defense has initiated some kind of long-dormant contingency plan to eliminate him. He heard somewhere that it was called "Project Shiraz" but for the moment he's forgotten the name.

2) Nocturne has repeatedly been trying to access floorplans for a military base listed in the records only as Area 2501. He has met with no success.

3) You can use the computer to open a video conference link to a basement office under the CIA's headquarters in Langley, Virginia. A baffled looking junior Communications Officer wearing a headset appears on the screen and asks in puzzlement which listening post this is—the number isn't registered on his board. He doesn't know anything about any of the events surrounding this adventure and will panic and sign off if he thinks something weird is going on. This may give the PCs a tense moment, but no CIA hit squad is on its way. They don't know where the signal came from.

4) The system contains a database with the names, faces and voiceprints of just about every public figure, superhero and known supervillain prior to 1972. Some of the information in these files is amusing (did they really think Captain Justice was a Soviet agent because of all the red on his costume?), but don't let the PCs in on any big secrets that would disrupt your campaign. If some hero from the Silver Age has a big secret that you don't want your PCs to know, then it isn't in the files.

Nocturne's file is here. It doesn't list his real name or have a picture of his original face, but it talks all about his origins, his early work for the CIA and the two missions that turned him rogue. It even mentions Project Shiraz, although it provides no details.

There is a file on Dr. Clemente, too (didn't he ever look young?) which lists his name and describes the kind of work he was doing for MK Ultra and his infamous "University of Minnesota Protocol" (see Page 41).

Colonel Seacrest has a file here, which doesn't tie him to anything happening in the current adventure, but will tell the PCs about his origins and powers. There is no file on the Cold Killer, whose career started slightly later.

5) If (and only if) the PCs haven't managed to forge an alliance with Nocturne yet, and it doesn't look like they're going to, then the location of Area 2501 is also here in the files, since they're going to have to find it somehow in order to complete the adventure. There is also a picture of the outside of the complex—you can show them image from the beginning of Scene 5 (on Page 72) if you need a visual aid. Hey, isn't that the same secret base where Agent Bellini took them?!

If you think that the PCs still have a strong chance of making an ally out of Nocturne, but are going to have to overcome their suspicion of him, then don't feed them the location of area 2501, since that's his best bargaining chip.

Success vs. DC 30

All of the above information plus the following:

1) Buried in the computer's secret files is a display (all in green lines on a black background) of the train station overhead. It's been drawn with the 1960s equivalent of ASCII art, but its outline is still clearly recognizable. Five locations around the walls and lockers are marked with the letter X. These used to be message drops and hidden emergency caches for weapons and equipment. Remodeling has destroyed all but one of them over the years. There is still a hidden compartment on the wall behind where the Information Desk now stands, which contains a rusted-out and useless blaster carbine, placed there in 1968. It doesn't work, but has a cool retro look—like something Jim Sternanko would have drawn.

2) The computer can be used to open a video conference link to the office of a high-ranking general at the Pentagon. The current resident

of this office has never even heard of Nocturne, but his predecessor was a contact Nocturne spoke with on rare occasions. The general has no idea why the PCs are calling him and will ask lots of suspicious questions, which may cause them some anxiety, but will have no effect on the adventure. The general doesn't know anything about Project Shiraz or Project Outlook Unlimited, but he has heard of Nocturne, and has heard ugly rumors that his predecessor was soft on this nuisance.

3) The databanks hold audio recordings that Nocturne has made of some of Dr. Clemente's calls. Without reciting an entire transcript, the GM should get across to the PCs that these recordings show pretty clearly that the doctor heads up a project called "Outlook Unlimited", that the function of Outlook Unlimited is to perform experiments on live human test subjects, in order to give them superhuman powers. It is also clear that these experiments are dangerous—possibly life-threatening, and that Dr. Clemente does not care.

Nocturne has saved some video footage from the hidden camera in Area 2501. It shows the same hallway as always, but this time some orderlies, a male doctor in a white lab coat (it's Doctor Pinkus—see Page 149) and a guard wearing what looks like a suit of powered armor are escorting a group of twelve frightened adolescents down the hall and through the door at the end. One of the kids (Bobby—see Page 155) appears to be catatonic and is being dragged along by an orderly. Are these the test subjects that Dr. Clemente was talking about? But they're just kids!

4) Nocturne keeps a secret text file full of what look like numeric codes. These codes open doors and emergency escape hatches at Area 2501. About a quarter of them are still accurate (see Scene Five: Assault on Area 2501)

Garage

This patch of floor is where Nocturne usually parks the Delta Interceptor, and where he performs maintenance and repairs on it. There are motor oil stains on the floor and tools arranged on the wall. If a PC wants to grab a tool and use it as a weapon, the GM should improvise the level of damage it causes, based on the size of the tool (we don't really have room here to enumerate every last car-repair tool in Nocturne's garage). A crescent wrench, for example, should do 2 Damage, a monkey wrench should do 3 and a jack or some kind of rotary cutting tool might do up to 5.

Sleeping Area

Nocturne's needs are few. This Spartan area is where he eats, reads and sleeps, for the moment. Soon he'll move on to the next one, leaving no trace of himself behind. It contains a camp bed, some crates full of ancient K-Rations from the sixties (he doesn't mind the flavor) a steel table lamp and a stack of Army field manuals beside the bed—he reads them to help himself fall asleep. There is no rug, just a concrete floor. It's about as clean as the parking garage outside, and has the same smell of concrete and exhaust fumes, the same grit in the air. The sleeping area bears little stamp of Nocturne's personality, since none of these supplies are really his. Almost everything here came with the base. The only hint of the inhabitant's identity can be found at the bottom left corner of the bed. Some time in the 1980s, Nocturne developed a taste for rum-raisin ice cream and he has never completely shaken it. This has become his one private pleasure and the closest thing he has to a vice. Three empty pint-containers of rum-raisin sit on the floor near the foot of his bed, neatly stacked.

Makeshift Infirmary

Not as clean or free of dust as an infirmary really ought to be, this is were Nocturne patches himself up when he's injured. More of an informally designated area than an actual separate room, it contains a hospital bed and wall cabinets full of supplies, some of them surprisingly advanced and specialized. All of his surgical tools and other really advanced gear look as though they came out of a government research lab some time in the early 1970s—which of course they did. If Nocturne manages to capture one or more of the PCs in Scene 4, this is where they wake up, with IV drips pouring power-suppressant drugs into their bloodstream. If more than one PC is present, he will have set up some old army cots for them to rest on, since he only has the one hospital bed

Adjusting Scene 3 to Match Your Campaign's PL

Scene Three is relatively easy to scale to the level of your PC group. It doesn't actually matter to the rest of the plot whether or not they win the fight with the simulated version of Nocturne, so you don't need to make him tougher or weaker. Nor do you need to adjust the PL of the Security Guards. It would be a shame if the PCs got clipped down by the guards before they had a chance to explore the Parking Garage, so if the group is relatively weak, don't send more than two guards per PC after them at a time.

The scene does work better if the Delta Interceptor reaches the train station before the Player Characters do. You may have to fudge things a little to make this happen. In "reality" the Delta Interceptor has a Speed of 6. In the simulation, it is as fast it needs to be in order to stay ahead of the fastest PC in the group.

Teleporters, space-warpers and PCs with other powers like that may still be able to close in on the Interceptor before it gets away. If this happens, Nocturne hops out and fights them right there in the middle of the street, with cars slaloming all around them, honking their horns and slamming on the brakes.

NPCs for This Scene

We'll start out with Nocturne himself. The simulated version of him is effectively identical to the real thing, so we won't list the real version of him separately.

Then we'll move on to the security guards in the simulated train station, and a generic template for the ticket agents and innocent bystanders. No need for any individual write-ups here—everyone in Artificial Bedlam is a generic template.

Nocturne

PL: 12

Str: 32/20 (+12/+5) **Dex:** 28/20 (+14/+5)
Con: 18 (+4) **Int:** 14 (+2) **Wis:** 18 (+4)
Cha: 16 (+3)
Initiative: 21 **Attack Bonus**: 15
Defense: 15 (10 Flatfooted)
Toughness Save: 9 (4 Flatfooted)
Fortitude Save: 8 **Reflexes Save:** 14
Willpower Save: 4 (9 vs. mental attacks)

Skills: Acrobatics 7 (+21), Bluff 8 (+12), Climb 4 (+21), Disable Device 5 (+19), Drive 4 (+21), Escape Artist 7 (+21), Gather Information 8 (+11), Intimidate 10 (+13), Investigate 8 (+10), Knowledge (Civics) 3 (+5), Knowledge (Streetwise) 5 (+7), Knowledge (Tactics) 6 (+8), Notice 10 (+14), Stealth 7 (+21)
Feats: Defense Attack, Defensive Roll 5, Dodge Focus 5, Evasion 2, Improved Initiative, Takedown Attack
Powers: Enhanced Strength 12, Enhanced Dexterity 12, Flight 2 (Maximum Speed: 25MPH; Flaw: Gliding), Leaping 5, Mind Shield 5, Super-

Senses (Acute Hearing, Low-Light Vision, Ultra-Hearing)
Equipment: Armored Costume (+5 Protection), Gas Mask (Immunity to Suffocation), Handcuffs, Multitool, Stun Gas (Stun 12; Extras: Ranged, Area; Flaw: Unreliable: Can only be used five times before it has to be recharged), Vehicle (The Delta Interceptor, see stats on Page 46)

Background: Nocturne says that he views himself as a big dog who has turned savage on his master. That's a pretty apt description. He's one of the last surviving products of the CIA's infamous Project MK Ultra—their mind control and parahuman research division.

Over the course of the fifties and sixties, MK Ultra produced a number of parahuman assassins for the CIA, as well as a lot of messy failures. Nocturne is a bit of both. He was one of the last and best metahuman soldiers they managed to create. Nocturne uses more of his brain than an ordinary human being, and his muscles respond more strongly to his nerve impulses. He's faster, stronger and more nimble than any Olympic athlete and he's been superbly trained. He also has a profound natural talent with building gadgets, and has constructed a lot of his own spy gear, often years ahead of its time (or at least years ahead of the early 1970s, when he learned his skills).

He doesn't remember his life before the program, although he suspects that he was a soldier, and that he probably served at least briefly in Laos with some kind of commando unit. He's certain that he was a naïve patriot and that he had no idea of the full scope of the CIA's clandestine activities, or else he wouldn't have been so shocked at some of the assignments they sent him on.

Early in his career, he was sent to defeat and capture a team of counterculture superheroes called "The Now." This felt very wrong to him. The Now weren't Communists or Soviet infiltrators, just kids on a mission to fight crime and supernatural evil. He beat them anyway, and then helped discredit them and get them all sent to prison on false drug charges.

He felt really troubled and confused about this mission and hoped to lose himself in his work so that he wouldn't have to think about it. The next mission they sent him on was even worse.

He was supposed to find and eliminate a new Soviet psychic asset in East Berlin. She turned out to be an eight-year-old girl. Orders were orders. He did his very best to kill her, and even though he failed, he still bears that brand upon his soul.

Six weeks after returning to the US in disgrace, Nocturne took everything he knew about Project MK-Ultra to Senator Frank Church, who launched a Senate investigating committee that exposed some of the program's secrets and got the whole thing shut down. Nocturne slipped into a deep depression afterwards, and then suddenly went AWOL, taking his special combat vehicle, the Delta Interceptor, with him. Within a few months he had found and destroyed the files showing the locations of a number of CIA safe-houses and illegal surveillance posts around the country. He has used them as temporary bases ever since.

Then he set about locating all the sections of MK Ultra that the Church Committee never found out about, and putting them permanently out of business himself (Note to the GM: At your discretion, he may have missed some of them, or have been unable to dismantle some of them, in case the CIA still runs mind-control experiments in your campaign).

In the course of this work he found out about some unsavory ties between some former US intelligence personnel and the international drug trade, and began a campaign to break these operations up, too. He had some successes and some failures here—he didn't manage to predict or put a stop to the Iran-Contra operation, for example.

His work fighting the drug cartels gave him a reputation as a costumed vigilante, although he has always tried to stay out of the public eye. The PCs may very well have heard of him (it's the GM's call) but if they have, they still don't know much about him. He keeps a very low profile and tries to make sure that his existence is more of a rumor than an established fact. There are no official photos of him.

He has no regular secret identity. If he appears out of his costume using an assumed name, it's always a temporary ploy and he's always wearing a disguise.

Nocturne carries around a big load of post-traumatic-stress disorder, which makes it very difficult for him to get close to anyone. He

likes people, wants to help them, but he's too paranoid to ever let his guard down around them. As a result, he has no friends at all, and lives completely apart from human society.

These days he's beginning to reassess his life and to wonder what comes next. He's past the age of fifty, and although he doesn't feel his body slowing down, it's just a matter of time. Less and less of his secret bases are still in operation, and their facilities (particularly their computer systems) are getting hopelessly obsolete. Even his beloved Delta Interceptor is starting to show signs of age, and to look distinctly dated. Instead of healing, his psychological problems actually seem to be getting worse with age—he's more paranoid than ever, and he has noticed a tendency to get dangerously obsessive about certain dead-end conspiracy theories (particularly the Kennedy assassination). He feels that he needs to make some kind of change in his life, but he doesn't know what or how.

For the moment, Nocturne makes his lair in an old base hidden under the parking garage of the Bedlam City Train Station. It's a little cramped and it's none too clean, but he doesn't need much in the way of creature comforts.

He has discovered that one of the tendrils of MK Ultra that he missed has now taken root and grown into Project Outlook Unlimited. They've been doing experiments on kids this time, he's sure of it. He wants very badly to break into the facility where they are being held and rescue them. He even knows where to take them—Father Dennis and his Fellowship take good care of lost street kids, they've taken in parahumans before and they're totally discreet. If Nocturne could just get the children to Father Dennis, he's sure they'd be safe. Particularly if he brings Project Outlook Unlimited crashing to the ground.

He has accumulated enough evidence that the project is out of control to get its leaders in terrible trouble (not with the legal authorities, but with their own superiors, who are much more dangerous). But he's afraid that if he uses it, they'll liquidate the kids as part of the cover-up. He needs to break into Area 2501 and rescue them himself to be sure that doesn't happen. Yet he lacks the raw power to do it alone.

At first he will think that the PCs are government agents and that they have been assigned to infiltrate his operation and betray him. When he first approaches them, he'll want to beat them up and find out how much they know. But as he fights them, he'll begin to doubt his theory (they don't use the same moves as government agents, even when their backs are to the wall) and he'll decide to recruit them into his rescue mission after all.

Paranoid as he is, Nocturne has no idea that all of the information he has about Project Outlook Unlimited was intentionally leaked to him and that Father Dennis is also an agent of US Intelligence.

In fact there are people in the upper echelons of military intelligence who know all about Nocturne and his "secret" bases. They let him live because he's useful for shutting down illegal projects that are run by rival agencies. He's the perfect deniable asset—an agent who doesn't even know he's an agent. Paranoid he may be, but poor Nocturne isn't nearly paranoid enough.

Combat Tactics: Nocturne likes to observe a prospective target for a while from a distance, assessing their strengths and weaknesses. He doesn't like to go up against anyone without a plan. But if he doesn't have time, he'll forgo all that and strike whichever opponent looks strongest first.

A close-in fighter, Nocturne's first move in any combat is to close the gap between himself and the target. He jumps around constantly as he fights and tries to avoid getting into combat in settings where he can't perform a lot of acrobatic maneuvers. A big construction site would be his ideal place to stage a battle. He hates to kill people, but he knows he's capable of it if he absolutely has to.

He's not as levelheaded in a fight as he would like to be—even after all these years he still gets impulsive when he gets mad.

Security Guards
PL: 3

Str: 14 (+2) **Dex:** 10 (+0) **Con:** 12 (+1)
Int: 10 (+0) **Wis:** 12 (+1) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus**: 3 **Defense:** 3
Toughness Save: 1 **Fortitude Save:** 3
Reflexes Save: 1 **Willpower Save:** 3

Skills: Intimidate 5 (+6), Knowledge (Civics) 3 (+3), Knowledge (Streetwise) 2 (+2), Medicine 2 (+3), Notice 4 (+5), Profession (Security Guard) 4 (+4), Search 3 (+4), Stealth 3 (+3)
Feats: Equipment 2 (10 pts. of equipment), Improved Grapple, Quick-Draw
Equipment: Nightstick (Melee Weapon, 3 Damage), Pistol (Ranged Weapon, 3 Damage)
Background: In Artificial Bedlam, the security guards really are a faceless group of nigh-identical men in uniforms, so we don't need to provide you with stats and background material for individual guards. They wear hats with their uniforms, and their bland, anonymous and nearly-identical features are usually shadowed by the hat's brim, making them look eerie, blank and impersonal. They all have exactly the same stats.

Ticket Clerk/Generic Bystander
PL: 0

Str: 10 (+0) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 10 (+0) **Wis:** 10 (+0) **Cha:** 10 (+0)
Initiative: 1 **Attack Bonus**: 0
Defense: 0 **Toughness Save:** 1
Fortitude Save: 1 **Reflexes Save:** 1
Willpower Save: 0

Skills: Bluff 2 (+2), Diplomacy 3 (+3), Drive 1 (+2), Knowledge (Popular Culture) 3 (+3), Notice 2 (+2), Profession (any) 3 (+3), Sense Motive 1 (+1), Stealth 1 (+2)
Background: Clerks and customers have the same stats and the same blank smile.

The programmers have inserted a little joke—most of the clerks and bystanders look like one or another famous actor or underwear model, but with their voices switched around (Kate Beckinsdale's voice coming out of a woman who looks like Stephanie Seymour, George Clooney with the voice of Johnny Depp and a dopey, glazed smile, etc.)

BEDLAM IN BEDLAM

SCENE IV: NOCTURNE

It has been days since your battle with the Cold Killer. The streets of Bedlam have returned to something like a normal state (normal for Bedlam, anyway). Just as you are about to get a better view of the city from another rooftop, a moment of quiet calm comes over you. From your experience on the streets, you know *something* is about to happen.

PC's should be allowed to roll Notice or Search checks (whichever they have more skill with) vs. DC 20 at this point. Nocturne is on the prowl and looking for them. We have two different sections of text that you can read to them, depending on whether they succeed or fail at the roll. At the GM's discretion, powers like Danger Sense and Precognition may have an effect on the roll (we recommend a bonus of +2 to +4).

Success:

High above you stands a lone figure in a body suit and cowl. A sidelong glance tells you that the figure is looking straight at you. He points his hand at you and then back at himself. He then jumps off of the building and floats down to you.

Failure:

Suddenly you notice someone standing there on the rooftop with you, no more than ten feet away, as still and silent as a statue. It's the costumed figure you fought in Dr. Clemente's simulation—but real now. How long has he been standing there without you seeing him?

Nocturne wears a full body suit and cowl, but does not employ a cape. He is well muscled and has an air of confidence. His body language reveals nothing.

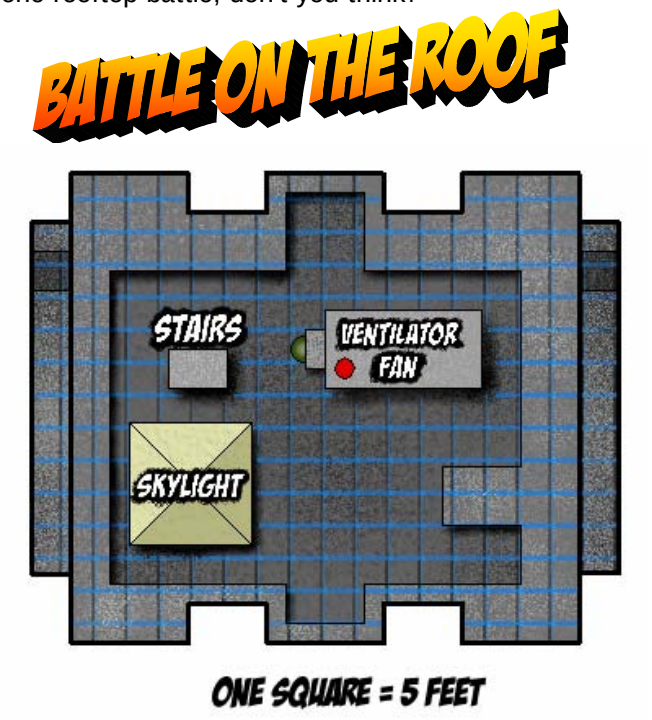
He studies you for a moment and then finally speaks. His voice sounds mechanical, as if it's coming through an electronic distorter.

"I know you've talked to them." The figure crouches into a low, wide fighting stance reminiscent of a Jackie Chan film that you've seen. "I know that you've got answers." The man holds so still that he looks like a robot or a posed action figure. "And I know that you're not going to give them to me willingly."

He leaps at you. Why is it that all the crazies seem to be on your watch?

The PC's should roll Initiative at this point. Nocturne's stats can be found in Scene 3, on Page 60. If the PC's have already undergone the testing with Dr. Clemente, they will recognize Nocturne from the simulation and may have some idea of his strengths and weaknesses.

Here is a map of the rooftop—because every superhero adventure should have at least one rooftop battle, don't you think?



General Notes: The roof itself is made of reinforced concrete—Toughness 8. It's surrounded by a five-foot high embankment made of the same material. The ledges you can see on either side are about two stories (20 feet) down. We don't know how many stories it is to the street below, because we don't know precisely where the PCs encounter Nocturne. If they run into him in a commercial district or on Industrial Drive (see Page 178) then it's probably a five story (50 foot) drop. If on the other hand they run into him on top of one of the downtown skyscrapers, it's probably 20 stories (200 feet) or more.

Skylight: The skylight is made from translucent plastic reinforced with metal (Toughness 4). You can see shadows through it but it's not really transparent. If more than one hole gets punched through it, the whole thing collapses at the end of the round, sending anyone on top of it plummeting into the atrium beneath. The atrium goes all the way down to the lobby on the ground floor. How far that is depends on which building this is, as described above.

Stairs: The building's service stairs open onto the roof here. The small concrete blockhouse is Toughness 8 and the metal door (on the bottom side) is Toughness 6. The door doesn't open from the outside. Picking its lock requires a Disable Device Check vs. DC 15. It takes a Strength Check vs. DC 30 to rip the door off its hinges. It does 4 Damage if you tear it off and use it as a weapon.

Ventilator Fan: This blockhouse contains the giant fan used to supply fresh air to the building. Its walls are Toughness 8. There is a locked metal service hatch (Toughness 6) in the wall on the right. It takes a Disable Device Check vs. DC 20 to open the lock. To rip the hatch loose from the blockhouse takes a Strength Check vs. DC 30. The hatch does 3 damage if wielded like a club. The big green metal pipe on the left wall can be torn loose with a Strength Check vs. DC 25. It does 3 damage. The giant fan inside the blockhouse does a whopping 9 damage to anyone unlucky enough to go into its whirling blades. However, if a human-sized object gets caught in the fan, there is a 2/3 chance that it will jam and stop after the first round.

Running the Fight

Nocturne will fight the PC's until he beats them or is close to losing consciousness. If the PCs have nearly beaten him, he calls for his car, the Delta Interceptor (its stats can be found in Scene 3, on Page 46) and leaps off the side of the roof, floating down toward it. This can look pretty spectacular if it's a twenty-story building.

If the PC's have already undergone testing with Dr. Clemente, they will recognize Nocturne's car instantly. He hops inside and roars away.

When Nocturne escapes, the PC's should be urged to pursue him. Standard chase rules apply when tracking Nocturne through the streets of Bedlam.

If the GM wants to complicate maters, Pentagon Force Protection Agents (see their stats on Page 37) can arrive on the scene at any point in the battle and begin attacking both the PC's and Nocturne. If the PC's defeat the agents the GM should probably encourage them to pursue Nocturne and find the much-needed information that he has.

Eventually, the chase will end at the Bedlam Municipal Rail Building and the adventure should continue as described in *The Train Station* under *Artificial Bedlam*, but the PC's will have real security forces to deal with instead of artificial constructs.

You can use the same maps and stat-blocks for the fight in the real train station as for the simulated one. Emphasize how much dirtier and more covered with graffiti everything is, how much more ordinary and lumpen the people are. None of them look like models this time.

If Nocturne ever gets away from the PCs, at any point in the whole running battle, he'll double back and try to ambush them just a few rounds later. Have the PCs make a Notice Check against his Stealth skill (DC 21).

Failure:

A lone figure emerges from the shadows, sudden and silent as a cat. Mist sprays out from his costume and the world turns sideways and then fades to black.

PC's should be caught flat-footed for this first round of combat with Nocturne. To resist the effect of the gas requires a Fortitude Saving Throw vs. five PL higher than the highest PC's Saving Throw, whatever it is. So, for example, if the toughest PC in the group has a Fortitude Saving Throw of 12, then the gas is PL 17 to resist. If the toughest PC in the group has a 15, then it's PL 20. Is this fudging the rules a little? Yes it is. Try not to let your Players catch you at it.

If there are PCs in the group who do not breathe, or who make their Fortitude Saving Throw and resist the effects of the gas, Nocturne will attempt to subdue them into unconsciousness. Game Masters should make the combat as exciting as possible, but Nocturne should eventually win. Unless of course your Players would never put up with that. See "Grrr! My Character Would Never do That!" on Page 67 for notes on how to run this scene if your Players can't stand to ever lose a fight.

If Nocturne incapacitates the PCs, read them the following text.

You wake up in what smells like a garage. You try to move and find yourself strapped down to an examination table. Your costume is still in place, but there are tubes coming from your arms from an intravenous setup at the head of the table.

PC's can attempt to break free of the bonds with a STR check vs. DC 30. The intravenous fluid being pumped into the PC's is a plot device that neutralizes super powers and allows Nocturne to explain the situation that the PC's have gotten themselves into.

Struggling against the restraints is wearing you out. Something feels very wrong. You realize all at once that your powers are gone. The man you fought in the alleyway looms over you.

"I can tell you're not agents," he scoffs at you, "your training is hardly up to professional standards." The figure folds his arms across his chest. "I am Nocturne. Tell me what you know, and you may end up serving the cause of justice. Lie to me and you'll prove that you're just government puppets after all."

This is Nocturne's way of recruiting the PC's. He knows what's really going on at Dr. Clemente's lab and knows that he cannot infiltrate it and rescue the children alone. Once Nocturne is convinced of the story that the PC's are telling, he will explain what's going on to the best of his ability.

Nocturne looks at you blankly for a long silent moment. Is he thinking? Judging you? Then he begins to unbuckle the restraints and speaks in his electronic voice.

"At the height of the Red Scare, the CIA started an operation with the goal of creating super-powered operatives. It took them twenty years and underwent a lot of changes along the way, but they succeeded." Nocturne pauses, as though this next part is difficult to make himself say "I am the result of their research."

"I won't go into the details of my missions or what else was done, but suffice it to say that I was disillusioned with what Dr. Gottlieb and Director Dulles were doing. I arranged a leak in the project and gave what information I could to Senator Frank Church. Documents started getting shredded and I began to be hunted. The Church Committee only got a small portion of what Project MK-ULTRA really did."

"Now the genetics goons are doing it again. This time I'm not going through a congressional committee, I'm going to handle it myself. They're using *children* this time. For that, they will pay the ultimate price." The blank mask stares at you again, "I know the location and you know some of the layout of Area 2501. I'm sure that together we can infiltrate the base and rescue the children. Are you with me?"

WHAT'S WITH NOCTURNE?

The super vigilante known as Nocturne was created by Project MK-ULTRA. Through his own informants and back door channels, he's discovered that the project that created him has been twisted, renamed and is back in business, but this time it is seeking out children.

Nocturne has collected enough evidence to incriminate important officials in the Department of Defense so badly that they could spend years being debriefed in one or another secret government facility. Nocturne plans to give the information and children rescued from Area 2501 over to a trusted resource within the Celestial Spirit Fellowship.

This is, alas, not the right choice (unbeknownst to Nocturne, his contact works for the same agency as Dr. Clemente) but neither Nocturne nor the PCs will have a chance to find that out—at least in this adventure.

WHAT'S WITH MK-ULTRA?

In real life, Project MK-ULTRA was the code name for a CIA mind control program that lasted from the 1950's to the 1970's. It was eventually brought to light and scrutinized by the U.S. Congress, the U.S. Senate and a Presidential Commission. More information can be found in at http://en.wikipedia.org/wiki/MK-ULTRA Be prepared to feel shocked and indignant. This was bad, bad stuff.

GRRR! MY CHARACTER WOULD NEVER DO THAT!

Let's face it, there are some players who don't like to lose. If Nocturne beats them fair and square, they might grumble a little and then shut up about it. But in this scene you're being asked to fudge things to make Nocturne win, and they may find that unbearable. If this happens, they're going to get totally uncooperative while Nocturne has them tied up. They probably won't stop trying to get loose and attack him and they won't listen to a thing that he has to say. Once he releases them, they'll ignore the rest of the plot and waste all their time trying to hit back at Nocturne (because they're really hitting back at you).

To prevent things from going off the rails, you may have to sacrifice a little drama. If you think your PCs are incapable of putting up with being drugged, tied up and lectured, then the fight on the roof plays out differently.

Instead of jumping off the roof and leading the PCs on a chase through the streets

of Bedlam, Nocturne recognizes while they're fighting that these can't be government agents—their moves are all wrong. He stops fighting, calls a momentary truce and tells the PCs that he can see he was wrong about them. He apologizes and he says he needs their help. The lives of at least a dozen children hang in the balance. Then he explains the whole thing, just the way he would in his lair.

If your Players are too caught up in the fight to listen, then a squad of cyberneticaly-enhanced agents from the Pentagon Force Protection Agency show up and attack everyone, forcing them to at least briefly take Nocturne's side. If they are still too keyed-up to listen after that, or if they keep attacking him even while he's helping them fend off the agents, he leaps for the Delta Interceptor and contacts them later, by phone. A payphone starts ringing as they walk past. Nocturne's electronically distorted voice is on the other end. He tells them everything and offers to meet them at Area 2501 for the assault.

WHAT IF THEY BEAT HIM LIKE A GONG?

Despite your best efforts, the PCs may clobber poor Nocturne before he has a chance to call a truce or tell them anything. In that case, what happens next depends on whether or not Agent Bellini's cybernetic goons are on the scene.

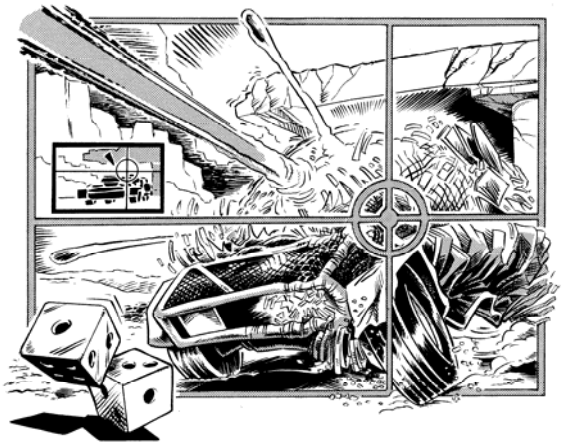
If it's just the PCs and Nocturne on the rooftop, perhaps he stirs from his unconsciousness, chuckles bitterly and says "Okay, I can see you're not government agents after all. Your moves are much too good." He then goes on to tell the PCs all the information he has (see the text box on Page 67), either there on the rooftop or back at the PCs' base of operations. There is no reason why he can't make roughly the same speech while he's tied to something in the PCs' headquarters as he would while they're tied to gurneys in his own lair. He even offers to help them assault Area 2501—although of course the PCs can see that he's injured now and won't be of as much use.

If you have already sent in Agent Bellini's cyber-thugs in an attempt to force the PCs and Nocturne onto the same side, and the PCs have clobbered Nocturne anyway, things get more difficult. There won't be much time for him to make speeches if he's lying on the ground in the middle of a complicated firefight.

In a situation like this you have roughly three options. If the PCs manage to defeat all the agents, then in the aftermath Nocturne stirs, groans and chuckles as above. If they flee the scene, we're going to assume that Nocturne escapes his rooftop doom somehow (perhaps he breaks out of custody while they're transporting him) and he'll contact the PCs later from a distance. A payphone starts ringing near the PCs and when they pick it up, they hear Nocturne's voice. He tells them everything.

Some PCs will never trust Nocturne. If you get a sense that this may be true, and that he'll never be able to advance the plot to Area 2501, then ditch him altogether and use a third option. Tommy Shanker (remember him? The teleporting kid from Scene 1?) resurfaces and comes to the PCs for help. He's seen a little more of Area 2501 than Nocturne, although he isn't as good at sneaking past guards or opening doors.

WHAT IF THE DELTA INTERCEPTOR GETS DESTROYED?



It's possible that, through sheer dumb luck of the dice or PC deviousness, the Delta Interceptor gets destroyed before Nocturne has a chance to flee to it. If this happens, he stands there stunned for an Action and the PCs may get to knock him out after all (see the previous section for how to deal with it). If they don't manage to take him down in one action, then he'll try to glide down to the street and escape

on foot, with only one brief sad glance over his shoulder at the burning wreckage of his most beloved possession. You then have a different kind of chase underway (use the standard rules).

He probably won't reach the train station but he'll still try to get ahead of the PCs and ambush them. If he succeeds, they'll be unconscious when he transports them back to his lair, so you won't have to explain how he managed to do it without his car.

The loss of the Delta Interceptor is a real psychological blow to Nocturne. He was already starting to feel old and obsolete and to wonder if his car was, too. And he'd grown really attached to it. The Interceptor was old and outmoded, showing signs of wear and age, but it was still running, still getting the job done and still the toughest thing on wheels. Just like Nocturne himself.

During the subsequent assault on Area 2501, Nocturne becomes prone to attacks of self-doubt. Reduce his Willpower Saving Throw by 2 (to 2/7 vs. mental attack). If he runs into Agent Bellini during the course of the mission, he's going to be in trouble.

WHAT IF THE PCS DON'T CARE?

It is possible that even after Nocturne has explained the situation to the PCs, they won't have any interest in helping him to rescue the kids. From Area 2501. If the PCs are strictly mercenaries, or have some strange agenda of their own which obsesses them to the point where nothing else matters, then you're going to have to oonch things a little to help them along. In the course of playtesting, we found that the reasons why PCs might not want to complete the adventure tend to break down roughly as follows.

1) My Country, Right or Wrong

If the good old US of A feels it's necessary to perform twisted medical experiments on kids, than that's good enough for me. They must have their reasons. It's all for the good of the country.

We really did have a playtester express this point of view, and the other PCs, who were trying to make up their minds about what to do next, wound up following his example.

This is actually an easy problem to get past. Have Nocturne say something like: "That's what I'm saying—Dr. Clemente's work isn't authorized by the government, he's gone mad. He could set the whole US parahuman research effort back by decades if he keeps on doing this. I don't want to expose him to the media, for God's sake, I want to expose him to his superiors."

This argument worked. Perhaps it will work for you.

2) What's In It for Me?

There are completely mercenary PCs out there, bounty hunters and so forth, who go on adventures strictly for money. Even in a game which has no real rules for accumulating cash, they're in it for the moolah—it's part of the character's conception.

If they voice this kind of objection, Nocturne sighs and offers them a hundred thousand dollars (or some equally tempting amount) for the job. He doesn't have the money on him, but there is old emergency cash dump that he has used from time to time, and it has about that much left in it—all in hundred dollar bills dated 1970 (or in gold, if you have a fussy PC who only takes gold).

A variation on this problem is the character who has some weird obsession (scientific research, for example) and isn't motivated by anything else. If you have a PC who lives only to acquire more knowledge or parahuman power, Nocturne can offer to help them grab all of Dr. Clemente's notes once they're inside the complex. A PC who lives only to get bigger guns can be offered some experimental weapon that's sitting in one of Area 2501's workshops.

3) My Character's Basically a Hardass Who Don't Care About Nuthin' Especially Not No @#$%&! Kids

A playtester said those very words. It will do no good to ask "Then why is he fighting crime?" That will just make the player more sullen and resistant. Instead, have Nocturne suggest to the PC that the Cold Killer will probably be there. The player is probably itching for a rematch.

If you don't think that would do it, then fudge things a little. Have Nocturne suggest that some old personal enemy of theirs, someone you know they'd really like to clobber, is working at Area 2501 in their security division. This is now true (from the moment you have Nocturne say it). In fact, the stubborn PC's old nemesis is helping to guard the super-kids.

Deep Paranoia: What if We Never Woke Up?

It may occur to some PCs to wonder if the simulation ever ended. Are they still just playing a video game? Is this all a test? Is Dr. Clemente measuring their loyalty and patriotism as well as their abilities?

If any of them start expressing these kinds of doubts, then the next time they run into Agent Bellini, she starts playing on them (she can read their minds). She may tell them that they have gotten dangerously lost in the simulation and that only by taking a symbolic "pill" that she carries with her will they be able to recover themselves (the pill is actually a sedative, and will render them unconscious).

In combat, she may project the illusion that they are suddenly waking up from the simulation and having the electrodes taken off their heads while Dr. Clemente praises them for having stuck to their native sense of duty and justice during the latter part of the simulation. Then, back in the "real" world, Colonel Seacrest puts his fist through their stomach.

As GM, you may feel tempted to go along with this idea and decide that the whole adventure after Scene 2 really was just a computer simulation. I would advise you not to do this—it leaves too many unanswered questions (who is the Cold Killer? Why was he after Greg Pelleg?) and makes your players think you're jerking them around.

Adjusting Scene 4 to Match Your Campaign's PL

Scene Four is perhaps the most difficult one in the adventure to scale to match your PCs' level of ability. It's just Nocturne up against the Player Characters here, and everything hinges on whether or not he is tough enough to beat them by himself (or at least pose a serious threat). Underpowered PC groups pose no problem—he's supposed to win this fight. Big groups with high PLs are much trickier. Adjust Nocturne's PL, Attack Score and Defense Score so that they are always two levels higher than the highest PL in the Player Character team. Don't let really giant groups come to grips with him, especially if they are PL 12 or higher. Instead, he approaches a smaller group of them while some of the others are off doing something else (a reported sighting of the Cold Killer makes a good distraction). You could even decide to have him approach a single PC, alone. If you use this last option, then don't make the encounter take very long, or your other players will get antsy and eat all your snacks.

Not all PCs even have to fight Nocturne. If you think they'd be willing to listen to what he has to say without getting beaten up and captured first, this may be the best way of all to get him safely past an encounter with an unusually big and powerful group of PCs.

If you feel the scene needs some combat to liven it up, then just after Nocturne tells them about Area 2501, but before the group has a chance to formulate a plan, ten or twelve cybernetically enhanced goons from the Pentagon Force Protection Agency pop up out of nowhere and attack both Nocturne and the PCs

Ending Scene 4 and Getting to Area 2501

There are a number of different ways to handle the transition between Scene 4 and Scene 5. To save time, you could just go straight to the boxed text at the beginning of Scene Five,

jumping straight into the assault. In this case, assume that Nocturne has come up with the plan, which is to enter the building through the lobby, follow the route the PCs took down to the labs, free the kids and come back up by the same route they went in (to avoid getting lost in the complex).

Alternatively, if you think the PCs won't get too bogged down, you can give them the chance to formulate a plan of their own. In fact, if they still aren't working with Nocturne by this stage, they are going to have to devise their own plan.

Nocturne had an alternate plan for getting into the complex, but in some respects it isn't as good. There are a number of secret escape tunnels that lead out of Area 2501. Most of them lead to hidden elevators scattered around the woods, and Nocturne has the access code to one of them. In fact he used to use it all the time—one of the giant, deserted storage rooms deep under Area 2501 was a former lair of his. He never got to see much more of the complex than a few hallways deep in one of the sub-basements, however (it was much too dangerous to go exploring) and he has no idea how to get to the labs.

If Nocturne has a chance to tell the PCs about his earlier plan, they may be able to put together a modified version that incorporates both. They could, for example, try sneaking in the back way and then break out the main entrance, or get in through the emergency exit, rescue the kids, then make their way to the nearest big window and jump out into some waiting vehicle—there are any number of possibilities. Player Characters with Clairvoyance or X-Ray vision might even be able to wing it, striding into the complex from some unexpected angle and then using their powers to find their way as they go along.

If the PCs want to infiltrate the base rather than assault it, there are a number of ways that they could try this. A Player Character with a strong teaching background and a security clearance could use a government contact to get hired as a new social studies instructor. They could grab one of the base's maintenance or administrative workers, take their security pass and imitate their appearance.

Black busses with tinted windows and no markings turn up at a few streetcorners around Bedlam every day at four in the morning (in fact the Bedlam Central Train Station is one of these locations) and the base's civilian workers get on. They never get to see where the black busses take them.

There is an urban legend about the black busses floating around Bedlam's homeless community, and perhaps the PCs could find out about it through one of the street people they spoke with back in Scene 1. They could possibly stow away on top of the bus or under its chassis (and hope it doesn't drive over any large rocks!), or possibly even clobber the driver and force him to give them directions. Assume there are two of the security goons from Area 2501 on each bus (see page 135 for their stats).

If a PC does manage to sneak into the complex disguised as a worker, it's probably more fun to roleplay a few tense encounters with their co-workers and bosses than it is to have them make a single generic Bluff Check, but don't get carried away, particularly if the rest of the PCs are waiting impatiently for the game to get rolling again.

BEDLAM IN BEDLAM

Scene 5: Assault on Area 2501

The night breeze stirs quietly. The smell of pine trees permeates the air. Nocturne gives you a silent signal to stay put. This is a fortified installation. The men assigned to guard this place are under a "shoot-to-kill" order.

The raid on Area 2501 should be exciting. The base is huge, with a lot of space to cover and it could take a while for the Player Characters to explore. Try not to let it drag out too long, to keep the PCs from getting bored with constantly sneaking around. But you should also avoid the temptation to bury them under so many waves of soldiers that they fail to ever get near the mission objective. The Game Master should feel free to put as many patrols on as necessary to make this final act as exciting as possible, but avoid giving the PCs an insurmountable task. See the section on scaling this adventure to match the PC group on Page 134 for a lot of specific suggestions on how to do this.

Overview of Area 2501:
The base is a multi-level facility. Armed guards patrol the perimeter, office floors and research floors of the base. See Pages 135-141 for both a generic guard template and some individual guards. If security alarms have been tripped or if the security level of the base increases due to things the PCs do, then the number of groups will be doubled and they will begin an active search for the PC's.

Perimeter
Four guard patrols cover the perimeter of Area 2501. Motion and noise sensors are also planted at key spots around the perimeter that alert additional security units inside the complex.

The compound is surrounded on three sides by a sunken fence, at the bottom of a fifteen-foot deep trench. The fence is thirteen feet high and topped with three strands of superfine monofilament wire that do 1 Damage to anything that touches it and 5 Damage to any Medium sized creature that falls on top of it. On the fourth side is a cliff. The fence and the trench end about twenty feet from the road on either side, which leaves a narrow (and heavily monitored) path for them to sneak past.

Office Floors
The complex's above-grounds floors are largely given over to office space. Closed circuit cameras, motion sensors and alarms are placed within the halls and on the doors of these levels. Each individual room description includes an entry on whether or not a given room is monitored and how likely the guards are to be paying attention.

Research Floors
Down on the first and second sub-levels, the research floors can only be accessed through a secured elevator deep within the complex. The

test subjects are kept here in holding cells. The classrooms and research and development labs can be found here, too.

Secured Elevator: It takes a Disable Device check vs. DC 20 to notice that the elevator has multiple security systems in place (closed circuit camera, electrified floor, as well as vibration and noise sensors).

Security Measures
The GM should feel free to place hidden security cameras, noise and motion sensors and evil tricks like electrified floors wherever it seems dramatically appropriate. Here are some game stats for the building's security systems, for quick and easy reference. You might expect to be less likely to run into an electrified floor or a gas projector in a typing pool up on the office floors than you would outside a secret lab on Level Three, but in fact Dr. Clemente is so paranoid that the GM is free to announce that the PCs have stumbled over a security system at any moment, anywhere in the building.

Camera: Requires a Notice check vs. DC 10 to detect, a Stealth check vs. DC 20 to bypass, and Disable Device check vs. DC 20 to disable. Disabling the camera will force the guards to double their security details within 10 rounds from the time of the first camera being disabled.

Vibration Sensor: Notice Check vs. DC 20 to spot. Disable Device vs. DC 20 to disable. Unlike a security camera, no one is likely to notice that the sensor has been disabled. There is a one in five chance that it will be detected within the next 1-10 hours, and if no one has noticed it by then, a one in four chance for each six hour period after that.

Noise Sensor: Notice Check vs. DC 20 to spot. Disable Device vs. DC 15 to disable. There is a one in two chance that someone will notice that a microphone has gone silent within the first 1-20 minutes. This goes up to a two in three chance that it will be detected within 1-6 hours and a certainly that it will be detected within the following 1-3 days (although of course the PCs won't be staying anywhere near that long).

Door Alarms: A Notice check vs. DC 20 is required to detect and a Disable Device check vs. DC 20 to deactivate the alarms on the doors. These alarm systems aren't checked nearly as often as the others. There is a one in four chance of it being discovered within the first 1-20 hours and a one in two chance of it being noticed for each full 24 hour day after that. Nocturne has the security codes required to open about half of these doors, but a lot of the codes he has are obsolete. This means that at the GM's whim, he can succeed or fail at opening any door in the complex—whatever the plot demands.

Electrified Floor: A Notice check vs. DC 15 allows you to detect, and a Disable Device Check vs. DC 25 lets you disable this trap. Anyone touching the floor while it is active will receive damage as if they were being shocked by a PL 6 Energy Blast (Descriptor: Electric)
.
Gas Projector: A Notice check vs. DC 20 is required to detect, and a Disable Device check vs. DC 20 is needed to disable this trap. Can be activated from a security station or set to go off automatically. The nozzle emits a PL 9 Stunning attack (Descriptor: Gas, has to be breathed to take effect), which for simplicity's sake we will assume affects everyone in the room or hallway where the projector unit is located.

It takes one full combat round for the gas to fill the area. The characters in its area of effect resist the gas at the very end of the round, after everyone has had a chance to move, attack, etc. The gas lingers in the air, affecting anyone in the room for an additional 1-5 rounds, or until it is either dispersed by the use of a super-power (Elemental Control: Air, for example) or someone in a security station tells the gas projection unit to spray the room with a neutralizing agent (which deadens the effect of any lingering gas in the air, but doesn't wake up anyone who has already been incapacitated)

Security Cards
Everyone at Area 2501 carries a security card. There are eight different types of card in use. Not every door requires a card to open. Some can also be opened with a simple numeric pass-code and a few are left unlocked.

Orange Cards: Used by the administrative workers on the upper floors, these cards mostly open offices, restrooms, conference and break rooms.

Purple Cards: There are only a few of these in circulation. Issued to the teaching staff, they open a very limited number of doors—just the ones to their classrooms, the Teacher's Lounge and the Level Three bathrooms. The teachers need security escorts just to take the elevators.

Green Cards: Issued to the cleaning and maintenance staff, they open anything **a** purple or orange card will open, plus the janitorial closets and a lot of otherwise secure offices on the lower levels.

Blue Cards: Ordinary guards can use these to gain access to all but the very most secure parts of Area 2501. They will open anything that a blue, green, purple or orange card will open.

White Cards: The base's medical and scientific staff use these to gain access to the labs, research libraries and medical offices.

Pink Cards: The civilian technical services staff use these to gain access to the offices and computer rooms on the upper floors of the building.

Yellow Cards: The military technical staff use these to get access to the basement server rooms and other sensitive areas where they work.

Red Cards: There are only a very few of these. Ranking security officers and department heads can use them to gain access to any door in the base (although a few doors are also guarded with numeric codes that have to be punched into a keypad, providing an additional layer of security).

In the Event of an Actual Emergency…

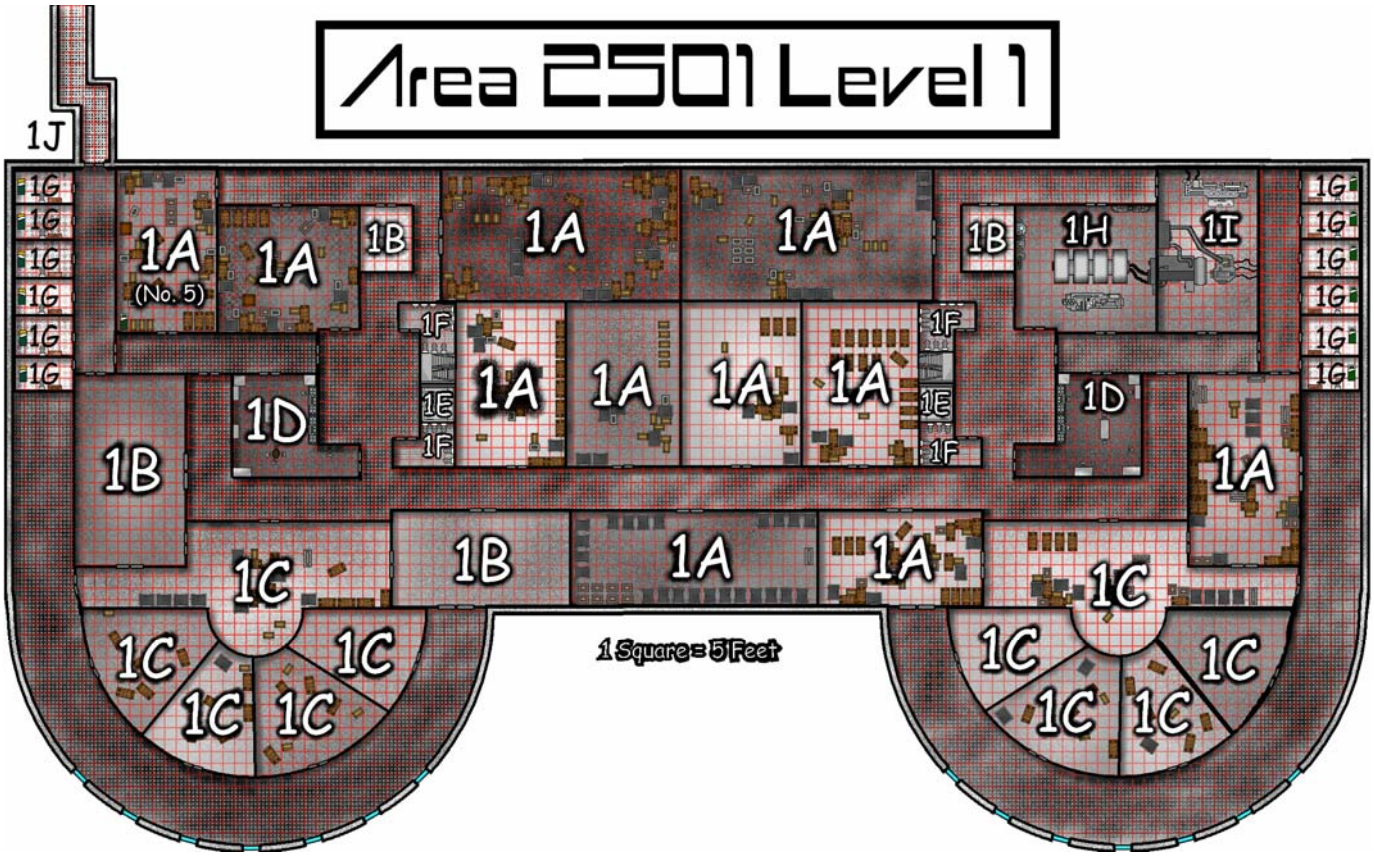
How do the staff at Area 2501 respond to a security breach? It depends on the level of the emergency.

On levels Two, Three, Five, Six and seven, there are security teams ready and waiting to go into action at the first sign of trouble. If an alarm goes off in the building, from one to five guards from the nearest security team will be dispatched to investigate it. Send as many as you think would challenge (but not overwhelm) the PCs. If the PCs wouldn't be significantly challenged by ten or so guards, then increase the size of the rapid-response teams.

They won't sound a general alarm over the intercom or evacuate the civilian staff from the upper floors unless some kind of full-scale battle is underway and the physical integrity of the whole complex is at risk. If it's clear that superheroes are attacking Area 2501, they will send as many security teams as it takes to defeat them, converging on the PCs from several floors at once (they always use the stairwells, never the elevators). They will try to avoid leaving their Security Centers totally unguarded. The guards whose job it is to monitor the security cameras in the centers will not leave their posts unless the base starts running out of other soldiers to send.

Superhuman resources like Agent Bellini, Colonel Seacrest or even the Cold Killer might or might not be at the security force's disposal. Only use them on the PCs if they need some extra challenge. The three PL 10 guards in powered armor who monitor the superhuman children in the Test Subject Area will not leave their posts to go fight the PCs in some other part of the complex, even if the rest of the Security team is getting badly beaten by them. Their job is to guard the kids and only the kids.

Unlike most military installations, Area 2501 won't call for backup from the rest of the armed forces. The work they do here is secret and they don't want the regular Army, Marines, etc. to know about their existence, so they won't send out a request for assistance no matter what kind of opposition they are faced with. If things devolve into a full-scale battle, the PCs will probably be worried that jet fighters and helicopters full of grim-lipped Navy SEALs are on their way. But they aren't.



Map Key

1A: Storage Rooms, 1A (No. 5): Nocturne's Old Lair,
1B: Empty Storage Rooms, 1C: Alternate Storage Rooms, 1D: Security Center,
1E: Elevators and Stairwells, 1F: Restrooms, 1G: Holding Cells,
1H: Generator Room, 1I: Boiler Room

Level One Overview

Only part of Area 2501 is used for active research. Level One is mostly given over to storage. Any number of government agencies, secret and otherwise, have used its vast rooms to house junk that they have nowhere else to put. Most of the rooms down here are immense, dimly-lit concrete warehouses filled with crates of every imaginable shape and size. What is in them? Everything from old tax returns that the IRS can't store any longer to boxes of defunct army uniform caps to rusting old 1960s computer mainframes to much, much stranger stuff. Almost no one but the security staff ever goes down to Level One and they almost never leave their posts to go exploring.

This level is weirdly silent. Grime spreads in a thin, sad layer over everything. The few staff who come here stay mostly in the Security Station. Some of these deep corridors haven't heard the sound of a human voice in years.

A Brief Word about Blast Doors

As you can see from, the map, some of the corridors on Level One have blast doors closed across them. These doors can be opened with a green pass card, a blue card or a numeric code. They are Toughness 12 and require a Disable

Device Check vs. DC 20 to open without the code or a card.

(1A) Storage Rooms
Walls: Toughness 15
Ceiling: 25 feet high, Toughness 15
Door: Locked, Toughness 12
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green Card or Blue Card
Security Cameras: Always on, seldom monitored
Description: As mentioned in the Overview, these gigantic rooms are full of crates and boxes, some of which date back to the 1960s and before. No one has touched most of them in years. Anything could be in those crates. Lots of different government agencies have used Area 2501's immense storage areas as a dumping ground. Whether or not there is anything that a Player Character could actually use is in any of the boxes is strictly up to the GM. Only let them come across something useful if they are hard-pressed and need a little help. Otherwise it's all ancient tax returns and rusted out computer databanks full of vacuum tubes.

As a general rule of thumb, the big crates weigh up to two tons and can be made of either Toughness 5 wood or Toughness 8 riveted metal. The biggest and heaviest ones can do up to 7 damage if picked up and used as weapons. The next largest crates are made of Toughness 5 wood, weigh up to 1,000 pounds and do up to 5 damage if used as weapons. Smaller crates can weigh any lesser amount and do any lesser amount of damage the GM chooses. As a guideline, the smallest and flimsiest are made of cardboard, have no Toughness, weigh 10 pounds or less and do no real damage.

(1A #5) Storage Room 5
Walls: Toughness 15
Ceiling: 25 feet high, Toughness 15
Door: Locked, Toughness 12
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green Card or Blue Card
Security Cameras: Always on, seldom monitored
Description: Unmarked save for a big number five on the door, Nocturne once used this huge, cold, dusty storeroom as a refuge, before they changed the security protocols at Area 2501 and things got too dangerous. His cot is still here, half-concealed behind some crates in the lower left-hand corner. Under the cot are some ancient cans of C-rations and a first aid kit. If the PCs are in a jam and the GM decides that they need some help, then it is just possible that he might have stored a weapon or another secret gadget under here as well. The rest of the room is much like the other storage areas—giant piles of crates full of god-knows-what are stacked here and there. They vary in size, weight and Hardness according to the GM's whim.

The big crates can weigh up to two tons, have a Toughness of up to 8 and can do up to 7 damage if picked up and used as weapons. Smaller crates are Toughness 5 or less, weigh up to 1,000 pounds and do up to 5 damage if used as weapons. The smallest and weakest weigh less than ten pounds, have no toughness and do no damage.

(1B) Empty Storage Rooms
Walls: Toughness 15
Ceiling: 25 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green Card or Blue Card
Security Cameras: Always on
Description: It's hard to understand why some of the storage rooms down on the first level are packed to overflowing while others are completely empty. Some of the empty rooms show the marks of old crates and boxes on the floor, as though their contents have since been moved elsewhere (or thrown away).

(1C) Alternate Storage Rooms
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green Card or Blue Card
Security Cameras: Always on, seldom monitored

Description: It's hard to tell what the original function of these rooms might have been, but they have been pressed into service as extra storage. There is an even more chaotic assemblage of crates in each of these oddly-shaped concrete rooms. There isn't even an attempt at order. Things have clearly just been dropped in here at random.

Just as with the big rooms, some of them are crowded, but others are empty for no apparent reason.

The crates themselves have roughly the same contents as the ones in the big storage rooms. It's up to the GM as to whether or not the PCs have any hope of finding anything useful in any of them.

None of the really gigantic crates are stored here. The individual storage units in these rooms have up to Toughness 5, weigh 1000 pounds at most and do up to 5 damage if used as weapons.

(1D) Security Center
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code and Blue Card
Security Cameras: Always on, constantly monitored
Description: Each of these L-Shaped rooms doubles as a security center and a temporary prisoner detention facility (although no one is detained there right now). A bank of monitors along one wall lets the bored security staff monitor all the cameras on Level One. There is little point in doing so. Almost nobody ever comes down here. As a result, the guards are lax about watching the cameras and the PCs may be able to move around Level One with near impunity (unless the GM decides to have the guards suddenly notice them).

If a PC sits at one of the consoles it takes a Computers Skill Check vs. DC 20 to figure out that this system can be set to monitor any camera in the building, even though it normally gets feeds only from the ones on Level 1. You can also use it to shut off any camera on this level (Computers Skill Check vs. DC 15). This console does not have the capacity to shut down any of the cameras on any of the other floors. It can also be used to activate or deactivate any of the security countermeasures on this floor (and only this floor) such as the electrified floors, gas projectors and so forth and to turn the door alarms on or off.

The room also holds a couple of desks for doing paperwork and a table or two, surrounded by gray office chairs that have seen better days. The floor is bare concrete and the room has an annoying echo. Along the south wall of each room are five sets of restraint shackles, set into the wall. There are no chairs for detainees to sit in—they stand along the wall. There are both leg and arm shackles. Each is Toughness 9. The sets or restraints are only five feet apart, but you still wouldn't be able to reach the person shackled next to you—the chain on each cuff is only six inches long. You can't even scratch your nose once both your arms are restrained.

Normally each office is manned by five men, but there could be more at the GM's whim.

The office chairs weigh 60 pounds and do 2 damage if used as weapons. The tables weigh 300 pounds and do 4 damage if a super-strong character pick one up and swings it like a bat. The metal desks are Toughness 6, weigh 200 pounds and do 4 damage.

(1E) Elevators and Stairwell
Walls: Toughness 15 (elevator cab is Toughness 10)
Ceiling: 10 feet high, Toughness 10
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and Green or Blue or Yellow Card
Security Cameras: Always on, constantly monitored
Description: There are two elevators on this floor, each one directly across from one of the level's two Security Centers. Each one has a stairwell next to it.

It takes a Disable Device check vs. DC 20 to notice that the elevator has multiple security systems in place (closed circuit camera, vibration and noise sensors). Anyone at one of the control consoles in any of the building's Security Centers can electrify the floor, doing 6 damage to anyone standing on it. A Disable Device check vs. DC 25 is required to deactivate the electrified floor.

The stairwell has an equally strong door and opens onto a ten-foot wide enclosed staircase which runs up to a landing halfway to the next floor and then doubles back. There is no central space to fall down (or fly up). There may be electrified spots on the stairs or gas projectors here and there, at the GM's whim.

Both the elevators and the stairs are among the most heavily monitored locations in the building, since any of the seven security stations could be looking at them at any given moment. Unless the PCs are invisible, in disguise or have deactivated the camera, you can assume that someone notices them.

(1F) Bathrooms
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Yellow Card
Security Cameras: Always on, usually monitored
Description: There are no stalls or partitions in the lower-level bathrooms, and no hint of privacy. The security staff are the only ones who ever use them and they claim that you get used to it very quickly.

To uproot a toilet or a urinal takes a Strength Check vs. DC 25. To rip out a sink takes a Strength Check vs. DC 20. The fixtures are all Toughness 6. If ripped out and used as a weapon, toilets and urinals alike do 3 damage, while sinks do 2.

(1G) Holding Cells
Walls: Toughness 20
Ceiling: 8 feet high, Toughness 20
Door: Locked, Toughness 15
To Hack Door Lock: DC 25
Opens With: Numeric Code, Red Card and go-ahead from one of the Security Centers
Security Cameras: Always on, seldom monitored
Description: Empty for now, these holding cells are specially adapted to contain parahumans. Each cell can be set to exert up to a PL 15 Suppression on any superpower, including magical ones. Each cell contains nothing but a toilet, a bed and a writing desk (with no chair), all of them securely bolted into the walls and floor. It takes a Strength Check vs. DC 35 to tear out the bed or the writing desk. To uproot the toilet requires check vs. DC 30. All three items are very heavy and solidly built (Hardness 8). The bed does 5 damage if used as a weapon and the toilet and writing desk each do 4.

As an optional plot complication, what if not all the cells are vacant and some poor long-forgotten supervillain from the 1960s is still entombed in one of them?

(1H) Generator Room
Walls: Toughness 15
Ceiling: 25 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green Card, Blue Card or Yellow Card
Security Cameras: Always on, often monitored
Description: Most of this gigantic room is taken up with a row of huge electrical generators. Tracks run along the ceiling and cranes hang from them. Sometimes the generators or some heavy component needs to be picked up and moved during the course of maintenance. A massive upright bank of controls stands at the south end of the room (the switches, gauges and other controls are all located on the north side of the bank—you face away from the generator to use the controls). Electrical registers on the walls distribute power to the base's various rooms and functions. Controls for the cranes (which can lift a maximum of fifteen tons, but only very slowly) can be found on the East wall.

The generators are rated to run 24 hours a day and don't require a lot of maintenance. There is only a 1 in 3 chance that any technician is down here monitoring the controls at any given time.

The control banks are each Toughness 6 and weigh a ton. The Generators are Toughness 8 and weigh 5 tons each, if you are interested in picking them up and throwing them at somebody.

Getting hit with a good-sized chunk of a control bank does 8 Damage. Getting clobbered with a generator does 10.

(1I) Boiler Room
Walls: Toughness 15
Ceiling: 25 feet high, Toughness 15
Door: Unlocked, Toughness 10
To Hack Door Lock (if locked): DC 15
Opens With: Numeric Code or Green Card or Blue Card
Security Cameras: Always on, often monitored
Description: The base's heat and water comes from this cavernous chamber. A gigantic furnace and an immense boiler take up the center of the room. There is a huge bank of controls for the equipment located at the north end of the room. As in the Generator Room, tracks for cranes run along the ceiling, in case any of the heavy machinery needs to be lifted. There are three of these ceiling-mounted cranes. Each lifts fifteen tons, but takes five or six rounds to do it.

This room is one of the facility's weak links. They don't have good backup systems for any of the functions performed here and they don't normally have any guards posted here. The machinery itself has run smoothly since the early 1960s with only occasional maintenance, so not even the technical support staff need to spend much time down here. There is only a one in five chance that anyone is in this room at any given time, and even then it's unlikely to be a guard—just some poor bored tech with a clip-board, reading the dials and gauges.

The barrels of fuel oil sitting around are Toughness 5, weigh 300 pounds each and do 5 damage if you pick one up and smack somebody with it.

The furnace is Toughness 7 and weighs two tons. You probably couldn't use it as a bludgeon no matter how strong you are, because it would break apart if you swung it. If you throw it, it does 9 damage to whoever it lands on as it shatters.

The boiler is Toughness 8 and weighs four tons. It is tough enough to use as an improvised weapon if you have the strength to rip it loose and pick it up. It does 10 damage.

(1J) Escape Tunnel 1
Walls: Toughness 20
Ceiling: 8 feet high, Toughness 20
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code
Security Cameras: None
Description: This long, twisting escape tunnel leads a hundred yards or so north of the complex and ends at a 75 foot deep shaft with a metal ladder running up the side. Climb the ladder and you come out a trap door concealed under some fake bushes (DC 25 Notice Check is required to spot it from the outside) just outside the sunken fence. This is the route Nocturne used to take into and out of Area 2501. He knows the code on the door and he's long since deactivated the alarm.

Map Key

2A: Old Storage Rooms, 2B: New Storage Rooms, 2C: Laboratories,
2D: Security Center, 2E: Elevator and Stairwell, 2F: Restrooms,
2G: Old Server Rooms, 2H: Infirmary, 2I: Medical Office,
2J: Examination Room, 2K: Operating Theaters, 2K2: ICU/ Recovery Room,
2L: Isolation Ward, 2M: Living Quarters, 2M2: Dr. Everall's Room,
2N: Shift Briefing Room, 2o: Conference Rooms, 2P: Assembly Halls,
2Q: Showers, 2R: Laundry Room, 2S: The "Chapel", 2T: Firing Range,
2U: Hand-To-Hand Combat Training Room,
2V: Security Staff Break Room, 2W: Research Library, 2X: Technical Services,
2Y: Server Tape Backup Room, 2Z: The "Clean" Room, 2AA: Lost Office,
2AB: Escape Tunnel 2, 2AC: Escape Tunnel 3

Level Two Overview
Level Two doesn't have as many big weird old storage rooms as Level One, but there are still a few of them, holding the same odd mix of crates and boxes. Much of this level is given over to living quarters and facilities for the security staff. There are a few labs, too. It's much better lit and sees far more activity than Level One. Sneaking around here unobserved would be a much more difficult task.

More about Blast Doors
Some of the corridors on Level Two are sealed with blast doors. Most of these doors can be opened with a green card, a blue card, a yellow card, a white card or a simple numeric code. They are Toughness 12 and require a Disable Device Check vs. DC 20 to open without the code or a card.

However, the doors in the corridors outside the Old Server Room are a little tougher. Each of these doors is Toughness 14, takes a Disable Device Check vs. DC 25 to open and requires a blue, yellow or white card *and* a code number.

(2A) Old Storage Rooms
Walls: Toughness 15
Ceiling: 25 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue or Green Card
Security Cameras: Always on, seldom monitored
Description: There aren't as many of these strange old storage rooms on the second level as there are on the floor beneath. They are nearly identical to the storerooms on Level 1—a clutter of crates and boxes of various ages and origins, deposited here over the past fifty years by one or another government agency. One of these crates could contain nearly anything, from old military requisition forms to 1970s computer components to the Lost Ark of the Covenant. While it's tempting for the GM to put all kinds of weird stuff in these crates, try not to let the PCs come across anything that would distract them from the main plot arc (the aforementioned Ark of the Covenant, for example).

Crates vary a lot in size and weight. The biggest can weigh up to two tons, have a Toughness of up to 8 and can do up to 7 damage if picked up and used as weapons. Smaller crates are Toughness 5 or less, weigh up to 1,000 pounds and do up to 5 damage if used as weapons. The very smallest and weakest weigh less than ten pounds, have no toughness and do no damage.

(2B) New Storage Rooms
Walls: Toughness 15
Ceiling: 15-25 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Yellow Card
Security Cameras: Always on, sometimes monitored
Description: These storage rooms are in active use. Instead of random old junk, they hold materials that the staff at Area 2501 actually uses. The storerooms are fairly well-organized but there aren't separate rooms for different types of supplies. You can find canned food, boxes of ammunition, spare uniforms, paper for the office fax machines and anything else the GM thinks appropriate in here. If the PCs find themselves in one of these rooms, they could very well locate some useful materials. However, since the boxes are labeled in code, it's very difficult to tell in advance if you are opening a crate of .30 caliber ammunition or, for example, urinal cakes. This gives the GM some leeway to control what the PCs find here (unless for some reason they have time to search every last box and crate)

The individual crates are Toughness 5 or less, weigh up to 1,000 pounds and do up to 5 damage if you try to hit someone with them.

(2C) Laboratories
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code and White Card
Security Cameras: Always on, usually monitored (unless the lab isn't in use, in which case they are only sometimes monitored)
Description: Most of the labs are on Level Three, but there are a few down here as well. No experiments are currently being run in any of them. This could create unexpected

opportunities for PC gadgeteers who need to spend a minute in an unattended lab.

Most of the labs are equipped with steel counters that take a Strength Check vs. DC 30 to rip out of the floor and do 5 damage if used as weapons. They also contain Bunsen burners (Damage 2, Heat), glassware (damage 1-3 depending on the item) dangerous chemicals and all kinds of other fun stuff. The GM should improvise the details.

(2D) Security Center
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code and Blue Card
Security Cameras: Always on, constantly monitored
Description: A long, deep rectangular room with a concrete floor. Two banks of monitor screens cover part of the walls and there are always at least two members of the security staff watching them. With a Computers Check vs. DC 15, you can use the console to view through any security camera in the building, except for the ones in super-secure areas (the labs, the weapons testing chambers and of course the test subjects' area).

There are also a couple of tables, some chairs, a desk to fill out paperwork and a filing cabinet or two.

The two security centers on Level 2 double as ready-rooms. In addition to the two guards watching the monitors, there will be a six man ready-response team in each center, ready to respond to any alerts or alarms. For the most part they sit around at the tables, telling stories and playing cards.

The tables themselves weigh 250 pounds (they're made of steel) The office chairs weigh 60 pounds and do 2 damage if used as weapons. The metal desks are Toughness 6, weigh 200 pounds and do 4 damage.

(2E) Elevator and Stairwell
Walls: Toughness 15 (elevator cab is Toughness 10)
Ceiling: 10 feet high, Toughness 10
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code *and* Green, Yellow, Blue or White Card
Security Cameras: Always on, constantly monitored
Description: Although this information is listed under "Level One" (Page 77) we'll repeat it here so that you don't have to go flipping back and forth through the book.

There are two elevators and two stairwells on this floor. Each one has a Toughness 10 door with the same kind of security measures as the others.

A Disable Device check vs. DC 20 reveals that each elevator has closed circuit camera, vibration and noise sensors inside, as well as a floor that can be electrified (for 6 damage).

There may be electrocution or gas antipersonnel traps on the stairs—it's up to the GM.

Both the elevators and the stairs are among the most heavily monitored locations in the building. Anyone who ventures into either one will be noticed by the Security staff in at least one of the base's seven different Security Centers—unless of course they switch off the cameras or take some other kind of measures to defeat them.

(2F) Restrooms
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green, Blue, Yellow or White Card
Security Cameras: Always on, sometimes monitored
Description: Just like the bathrooms on Level One, these facilities have no actual stalls. The toilets and urinals are exposed to the room and there are security cameras pointed at them.

Tearing loose a toilet or a urinal takes a Strength Check vs. DC 25. Tearing loose a sink requires a Check vs. DC 20. If ripped out and used as a weapon, toilets and urinals do 3 damage. Sinks do 2 damage. The fixtures are built more solidly than you might expect and all have Toughness 6.

(2G) Old Server Rooms
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue Card
Security Cameras: Always on, seldom monitored
Description: Behind several layers of locked doors (Toughness 15, DC 20 to hack each lock, which can also be opened with a numeric code and a Green Card) are the Old Server Rooms. It was once the heart of the complex, housing a massive computer network the equal of anything the US possessed. Now of course it's hopelessly obsolete and completely useless for the needs of a modern research facility. So its giant steel cabinets set idle and silent, dust gathering on their massive reel-to-reel tapes. It would be far too expensive and difficult to have them removed.

Each of these gigantic old computers is Toughness 8 and weighs a ton and a half. They make fearsome weapons if you can lift them—each one does 9 Damage. The metal desk bolted into one wall requires a Strength heck vs. DC 35. It weighs 200 pounds and does 4 damage if used like a bludgeon.

(2H) Infirmary
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: White Card
Security Cameras: Always on, sometimes monitored
Description: Even for a base this large, the infirmary at Area 2501 is huge—the size of a hospital ward. PCs might or might not read something ominous into this, but if there have ever been any large-scale medical experiments performed here, there aren't any going on at present. Nor is anyone ill enough to require treatment here at the moment—the huge room is deserted except for the cleaning staff and the occasional guard patrol.

The beds have mattresses, but no linen (it takes too much effort to keep it clean when a bed isn't in use). Large cabinets on the walls hold basic medical supplies, including bandages, IV stands and a "crash cart" electrical defibrillator (a Disable Device Check vs. DC 15 opens the cabinets). No prescription drugs are in the cabinets—those are all kept under lock and key in the Medical Office. A typical bed weighs 90 pounds and does 3 damage if picked up and swung like a club. The cabinets around the edge of the room weigh 75 pounds or so, and do 2 damage. Enterprising PCs should be able to figure out all kinds of swell ways to hurt people with the various medical supplies, too.

(2I) Medical Office
Walls: Mostly Toughness 15, rear wall is Toughness 8
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code and White Card
Security Cameras: Always on, sometimes monitored
Description: They call this the loneliest office in the building. Near the north end of Level two, it's located in one of those sections where few staff ever venture, far away from the life and noise of the residential areas. This is where the Chief Medical Officer examines and treats security staff and others who work deep in the basement levels. While a lot of the research faculty at Area 2501 are MDs, they have better things to do with their time than treat guards for torn muscles and gonorrhea, so an army doctor and two Registered Nurses see to the men's medical needs. There is also a smaller medical office up on the top floor and the staff greatly prefer using it. The bathrooms are inconveniently distant from the office on Level 2 and the location gives everyone the creeps. The medical staff therefore spend as little time in this office as possible, coming down here only to take appointments or do paperwork.

The office itself has old hardwood floors and wood paneling on the walls, but the ceiling is still exposed concrete with harsh fluorescent lights. There are two desks, some filing cabinets and some very comfortable chairs. Nothing is displayed on the walls—no pictures or diplomas. While the filing cabinets contain medical records on a lot of the base staff, there are no files on any of the research faculty but Dr. Langdon Everall (see his description on Page 151) since the others get their medical treatment elsewhere. PCs who rummage

through the files could learn quite a bit about Dr. Everall, whose chronic injuries require regular physical therapy.

The door to the examination room is kept locked, since that's where the prescription drugs are stored. A spare set of keys are in the chief medical officer's desk.

Each of the big heavy chairs weighs 80 pounds and the desk weighs 120, while the filing cabinets (full) weigh 100 pounds each. A chair or a cabinet does 3 damage and the desk does 4 if you use them as weapons. If you use the desk for cover, be aware that it's only Toughness 3.

(2J) Examination Room
Walls: Mostly Toughness 15, south wall is Toughness 8
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 6
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue or White Card
Security Cameras: Always on, sometimes monitored
Description: The examination room is located behind the medical office. It has the same hardwood floor as the office, and if you look carefully (Notice Check vs. DC 15) you can see that the wall separating it from the office has been recently added. This wall isn't nearly as strong as most of the walls in the building—it's a mere Toughness 8.

The room contains an examination table, a couple of chairs and cabinets full of medical supplies. One of the large cabinets at the West end of the room is as tough as a safe (Toughness 10) and is locked with a combination lock (it takes a Disable Device check vs. DC 20 to unlock it, and a failed roll sets off an alarm in the Security Office). This cabinet is where the base's supply of prescription drugs is kept.

A portable X-Ray machine is stored under the table. This room is well-equipped and anyone who can get the cabinets open can use the skill "Medical" in here at no penalty.

The chairs each weigh 40 pounds and do 2 damage if used as weapons. The examination table is securely bolted to the floor and takes a Strength Check vs. DC 25 to rip loose. It's Toughness 4 and does 4 damage.

(2K) Operating Theaters
Walls: Toughness 15
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code and White Card
Security Cameras: Always on, sometimes monitored
Description: Next door to the Medical Office are two fully functional operating theaters, equipped with all the very latest hardware. Why would a secret military base need a pair of operating rooms? We don't know, and perhaps we'd rather not.

Each room is equipped with an operating table and all the equipment required to perform procedures up to and including open-heart surgery. Bone-saws (damage 4 if used as a weapon) scalpels (damage 2, Improved Critical), medical shears (Damage 3) and other such implements are contained in the cabinets around the walls, as are all the other specialized tools for a very wide range of operations.

The operating tables are fairly light. Each one weighs 40 pounds and does just 2 damage if used as a weapon. And there are so many more convenient weapons stored in the cabinets...

(2K2) ICU/ Recovery Room
Walls: Toughness 15
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue or White Card
Security Cameras: Always on, sometimes monitored
Description: These two recovery rooms double as intensive care units. Each holds a bed, a chair or two and some medical monitors that can be used to track the progress of a recovering patient. Most of the gear used here is actually stored in the room itself in the cabinets around the walls. Neither room is in use, so neither bed has any sheets on it.

The beds weigh about 80 pounds and the chairs weigh 25. The bed does 3 Damage if you hit somebody with it and the chairs do 2.

(2L) Isolation Ward
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code *and* White Card
Security Cameras: Always on, sometimes monitored
Description: This special quarantine unit is accessible only through an airlock. A large one-way window (toughness 8) allows you to see into the ward from the airlock. The airlock contains a set of lockers that hold full-body biohazard suits. These suits don't offer any Protection from physical damage, but they do make the wearer Immune to disease and poison.

Near the outer door is a bank of ultraviolet lights and a shower spigot. Anyone leaving the airlock must first wash off the outside of their decontamination suit in the (very hot) water and then stand under the ultraviolet lights before removing the suit. The entire process takes five rounds. The door will not open unless you have gone through decontamination. If more than one person tries to leave at one time and one or more of them hasn't gone through the decontamination process, an alarm will sound and the door will lock itself.

The ward itself contains enough beds for 9 patients, with cabinets full of clean linen and basic medical supplies around the walls. Each bed weighs about 150 pounds and does 3 damage if used as a weapon.

No patients currently reside here, as no germ warfare experiments or mysterious outbreaks have been happening lately at Area 2501.

(2M) Living Quarters
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Usually unlocked, Toughness 8
To Hack Door Lock: DC 15 (if locked)
Opens With: Numeric Code or Blue or White Card
Security Cameras: Always on, usually monitored
Description: These rooms house Area 2501's security staff and officers, as well as the eccentric Dr. Langdon Everall. Your rank determines what kind of room you get. Lower-ranking security staff get crammed into windowless chambers that house three or four men each. Officers have windows, and just one roommate. Dr. Everall is the only one with a room all to himself.

Despite how Spartan these rooms are, with their cold concrete floors and echoing ceilings covered with ductwork, there is an easy, congenial frat-house atmosphere in the living quarters. Most of the men housed here have lived in barracks settings their whole adult lives and actually relish having a little extra space to move around in. They have nicer furniture than you would in an army barracks, too.

Each room contains some beds and wooden dressers—sometimes a chair or two. Each bed weighs about 150 pounds and the chairs weigh 40. A bed does 3 damage if you pick it up and use it as a weapon, while the chairs, dresser tables and chests of drawers do 2.

The windows are made from specially reinforced glass (Toughness 8) and do not open. It is illegal to put anything personal on the walls, so no one does. They are made of stark gray cement, with no ornamentation of any kind.

(2M2) Dr. Everall's Room
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue or White Card
Security Cameras: Always on, usually monitored
Description: The only researcher who actually lives in the facility, Dr. Langdon Everall's room reflects his lonely life. (You can find a complete description of him on Page 151). His concrete walls are lined with books, a row of meticulously tended houseplants sits by the window. Stacks of papers and medical journals lie here and there. A five-thousand piece jigsaw puzzle of Hokusai's famous drawing "The Wave" lies half-assembled on the floor. At least five cats prowl around the room (Dr. Everall is much too softhearted to let any of them go).

A PC who is interested in the research that Dr. Clemente's team is performing at Area 2501 can learn almost anything they want to

know by looking through Dr. Everall's copious journals. Make an Intelligence Check vs. DC 15 for every five minutes spent browsing to learn any one particular fact.

There are no weapons here, but as with all the other living quarters, Dr. Everall's bed weighs 150 pounds and his chair weighs 40. The bed does 3 damage if used as a bludgeoning weapon, while the chairs, dresser tables and chest of drawers do 2.

(2N) Shift Briefing Room
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, usually monitored
Description: Each of these semicircular rooms is carpeted in a hideous billiard table green color that was briefly fashionable back in the mid 1960s. At the beginning of each shift, the security staff who are coming on duty file into one of the two rooms so that one or the other Watch Commander can read them some official announcements and assign them each their duties for this shift.

There are some ugly and uncomfortable curvilinear chairs (they looked really hip and futuristic in 1964), but not enough for everyone to sit at once—this encourages them to show up early. The chairs each weigh 30 pounds and do 1 damage if used as weapons. A church table on one wall holds a coffee maker and some cups. The table weighs 45 pounds and does 3 damage if swung like a bludgeon. The coffee is often cold and always bad.

Both rooms are equipped with giant state of the art wall monitors that are far newer and more up-to date than the room's décor. There isn't much need to use them, but the officers like them so much that they are always putting together PowerPoint presentations to show on them, whether or not they strictly need one for a briefing.

(2o) Conference Rooms
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, sometimes monitored
Description: Each of these oddly shaped conference rooms was last redecorated in the mid 1970s, and it shows. The shiny wooden floors and fake pine paneling on the walls look very odd under the bare concrete ceiling, crisscrossed with ducts and conduits. At least the chairs here are more comfortable than the ones in the briefing rooms, even if the echo is worse.

Each room is equipped with a large table and three to eight chairs. The tables are made of heavy red wood and come in separate sections. Each section is Toughness 4, weighs 100 pounds and does 4 damage if picked up and used as a weapon. The chairs weigh 30 pounds and do 2 damage.

The security cameras are prominently displayed on the ceiling—no effort has been made to conceal them. There is no such thing as a really private meeting At Area 2501.

Rumor has it that ten years ago a security staffer blew his brains out in one of these conference rooms during a particularly grueling performance review. The guards claim that one of the rooms is haunted, but can't quite agree which one it is. It's completely up to the GM as to whether or not any of this is true.

(2P) Assembly Halls
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15 (if locked)
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, sometimes monitored
Description: There are occasions when it is necessary to address the entire security team at once. Since the Shift Briefing Rooms aren't big enough to hold them all, they convene here, in one of two large assembly halls. This is where awards are presented and new commanding officers are presented to the men.

There are about sixty uncomfortable blue chairs in each room. A podium stands at

one end. Fake wooden church tables stand around the room's edges.

The chairs each weigh 30 pounds and do 1 damage if used as weapons. The Podium weighs 160 pounds and does 3 damage. The tables weigh 45 pounds and do 2 damage.

(2Q) Showers
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15 (if locked)
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, sometimes monitored
Description: The guest rooms and living quarters don't have their own individual bathrooms, so everyone showers here.

Two rows of green metal lockers (Toughness 5) fill the middle of the room. Blue plastic benches (Toughness 3) sit between and on either side of them. A smaller set of lockers runs along the South wall, with more benches in front of it. The showers themselves spray into an open area across from the lockers. There are no individual stalls and no privacy. Since the room is under 24-hour video surveillance, there wouldn't be any privacy anyway.

A Medium sized character could hide in an empty locker, but it would require a Dexterity Check vs. DC 15 to make themselves fit. They don't have working locks.

It takes a Strength Check vs. DC 25 to tear a row of lockers out of the floor. They do 5 damage if you hit somebody with them. Tearing up one of the blue benches requires a Strength Check vs. DC 20. The benches are softer and more flimsily built—each one does 3 damage if you swing it like a club.

(2R) Laundry Room
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue Card
Security Cameras: None
Description: There is no laundry service at Area 2501. The resident staff are responsible for their own linens and uniforms. This room contains 6 regular size washing machines and 6 driers. They are all ordinary, consumer machines. There are also two huge commercial driers on the south wall. A row of tables stands in the middle of the room. There are one or two chairs and a vending machine on the North wall supplies laundry detergent and fabric softener.

Because there aren't really enough washers and driers for a base this size, the room can get crowded with staff waiting to do their laundry. The odds of encountering off-duty security personnel in this room at any hour of the day or night is about 2 in 3.

You could actually stuff someone inside one of the big driers and send them for a spin if you were cruel enough. This does 1 Heat damage per round for six rounds. The little washers and driers are Toughness 3. Each weighs about 300 pounds and does 4 Damage if picked up and flung at an opponent. The big driers are Toughness 4 (which becomes important if you are trying to break one open from the inside) weigh 1,500 pounds and do 7 damage if you clobber someone with them.

The tables in the middle of the room are Toughness 3, weigh 180 pounds each and do 3 damage if used as weapons. The vending machines are attached to the wall. It takes a Strength Check vs. DC 15 to tear one loose. Each machine weighs 250 pounds and does 3 damage if used as a weapon. They don't have glass fronts so there is no extra risk from broken glass.

(2S) The "Chapel"
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue Card
Security Cameras: Usually off, almost never monitored
Description: There isn't an official place of worship at Area 2501, so the guards have improvised one. Not everyone chooses to attend, but they have a solid core of thirty or so regular parishioners. They have set up a bunch of chairs and some tales in this empty storeroom. A table draped with a cloth serves as a makeshift altar. Because they don't have an official chaplain, the men take turns leading prayer services. The sermons are usually blood-

and thunder fundamentalism, with generous gobs of patriotic fervor and lots of audience participation. Most of the men are from either Baptist or Pentecostal backgrounds, so this is the kind of religion that suits them. There are also a lot of Catholics in their ranks, who grumble quietly about the crazy Protestant services and practice their faith in private.

By an informal gentleman's agreement, the security cameras in the "Chapel" are kept switched off most of the time.

The chairs all weigh about thirty pounds and do 2 damage if you hit somebody with one. The "altar" weighs 180 pounds and does 3 damage. It is sure to infuriate any of the men present if you damage the altar or try to use it for cover and this may cause them to react with lethal force, regardless of whether or not they have been ordered to take you alive.

(2T) Firing Range
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue Card
Security Cameras: Always on, usually monitored
Description: This big concrete room has five separate lanes for marksmen to practice in. The machinery at the far end (it's elevated up out of the line of fire) moves paper targets down a set of overhead tracks for the shooters to fire at. A set of lockers on the rear wall holds ear and eye protectors. No weapons are actually stored in this room. Everyone who wants to practice here brings their own. Alpha-Foxtrot 187 is the base's best marksman and he can be found here at any hour, even in the middle of the night, tirelessly honing his craft. See his description on Pages 140-141 to learn more about this lonely, dangerous man.

The partitions between the firing lanes are Toughness 4. It takes a Strength Check vs. DC 20 to tear the lockers off the wall. They weigh 400 pounds, collectively. And do 4 damage if you swing the whole unit like a club. The ear-protectors stored inside offer 1 point of Impervious Protection against Sonic attacks.

(2U) Hand-To-Hand Combat Training Room
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15 (if locked)
Opens With: Numeric Code or Blue Card
Security Cameras: Always on, usually monitored
Description: The security staff use this large room to hone their skills in hand-to-hand combat, both unarmed and with a variety of melee weapons. Most of the floor is covered with thick green training mats. (thick and heavy, each weighs 100 pounds and does 2 damage if pulled up and swung like a club, although it's such an awkward weapon that anyone who tires this suffers a –4 penalty to their Attack roll). Big wooden cabinets full of training gear can cover the south wall. The cabinets aren't locked and while a PC won't be able to find any lethal weapons inside, they can grab as many wooden training swords, quarterstaffs and so forth as the GM wants to give them. The cabinets themselves are Toughness 3, weigh 600 pounds each when full and do 4 damage if picked up and used as weapons.

(2V) Security Staff Break Room
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15 (if locked)
Opens With: Numeric Code or Blue Card
Security Cameras: Always on, usually monitored
Description: This room gives the guards a place to go and unwind between shifts. Some time has passed since it was last redecorated. It's full of outdated designer furniture and (for some reason) bean-bag chairs. There is a nautilus machine in one corner, with a set of free weights nearby. Trashy paperback books sit on an almost untouched shelf, near some dusty boardgames. An all-purpose table sits against one wall. A lot of the guards like Napoleonic wargames and there is frequently one in progress here. There are two different TV sets. One of them is nearly always hooked up to a videogame system (they have several). The guys don't like first person shooter games much—it's too much like what they do at work.

They tend to prefer simple puzzle games like Tetris.

The room's most popular attraction is its scuffed-up old pool table. The guys keep talking about smuggling a pinball machine in here, but no one has yet figured out how.

A pool cue makes a handy improvised weapon. Toughness 3, it does 3 damage in a fight. The pool table itself weighs 500 pounds and does 3 damage if you pick it up and smack someone with it. Most of the chairs weigh 30 pounds and will do 2 damage if used as weapons, although there is a huge old Lazy-Boy lounger that weighs 100 pounds and will do 3 (bean-bag chairs don't do any). The nautilus machine weighs 800 pounds and does 5 damage, although it's only Toughness one and liable to break into pieces if you start beating on people with it. The weights vary in weight (obviously) and do between 1 and 3 Damage.

(2W) Research Libraries
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and White Card
Security Cameras: Always on, usually monitored
Description: There are two research libraries for the faculty's use. Each contains mostly scientific reference works, journals and monographs, as well as complete sets of abstracts to act as a guide to the material. This style of research went out with the advent of the internet, but since nobody has good web access down here and so many of the documents are classified anyway, that here the do it the old way. Research Library #1 is primarily concerned with engineering and the physical sciences. Research Library #2 is mostly devoted to medicine and clinical psychiatry. Neither one holds a Xerox machine, much to the annoyance of most of the research faculty. Nor are they allowed to take materials out of either library (although Dr. Clemente does it all the time—mostly to show that he can. They also don't have individual study carrels and have to conduct all their work at a set of long Formica tables in the middle of each room. The chairs are hard and uncomfortable, the greenish light is harsh and eyestrain-inducing. There is no computerized guide to the volumes stored in either library (again for security reasons). You actually look individual volumes up in a card catalog. A PC who finds themselves alone in one of these libraries and who can get used to the archaic style of research (look a topic up in the abstracts for a given year, pull out the bound volume of journals and pick through them to find the article you want.

The metal bookshelves weigh 100 pounds empty, but covered with books and documents they weigh more like 750. If you pick up a fully-laden bookshelf and hit somebody with it, they take 6 damage. The books and other materials also probably fall off the shelf. Once emptied, the shelf does 3 damage. If super-strong characters go rampaging around in the library, the GM should note the height of the ceiling and the width of the room—you may not be able to swing a bookshelf without knocking other stuff down. Having a fully loaded bookshelf tip over and fall on you does 3 damage.

The metal tables in the middle of the room are each Toughness 4, weigh 180 pounds and do 4 damage if used as weapons.

(2X) Technical Services
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue or Yellow Card
Security Cameras: Always on, usually monitored
Description: There are two sets of technical support staff at Area 2501. Civilians work on the administrative computer network for the offices upstairs, and engineers on loan from the Navy work on the secret network in the basement. The two groups do not get along. The civilian workers upstairs don't have clearance to come down to this office, and they would not be welcome if they did.

There are three full time staffers on call here during the day and one at night. Unless the staff are out on call, there is someone in the office 24 hours a day. While all three of the workstations here have access to the base's scientific network, none of them have special user privileges. However, if anyone takes the

time to go through their desks, they can find (with a Search Check vs. DC 15) enough notes on the system to give themselves a +2 bonus to any attempt to hack the network. Metal shelves full of computer components line the walls. A Knowledge (Technology) Check vs. DC 15 reveals that most of these components are very old and some of them were probably secret when they were manufactured. Whatever computer network these guys maintain, it must be some big, old government system. The techs aren't supposed to eat or drink in this room, but they all avoid the Break Room they've been assigned up on the 4th floor, so most of them have hidden candy bars and other snacks in their desks.

The metal desks are Toughness 4, weigh 220 pounds and do 4 damage if used as weapons. The chairs weigh 40 pounds and do 2 damage. Filing cabinets weigh about 150 pounds and do 3 damage. Other random pieces of office furniture or computer hardware should do between 0 and 3 damage at the GM's discretion.

(2Y) Server Tape Backup Room
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code and Yellow Card
Security Cameras: Always on, usually monitored
Description: One of the most sensitive sites in the facility, the door is always kept guarded by at least two members of the Security Team, day and night.

Inside are a set of racks containing huge old reel-to reel magnetic computer tapes. Tapes cover the shelves that run from the floor to the ceiling, as well as the racks in the middle of the room.

If something were to happen to the base's secret research network, all the data could be reconstructed from these tapes. A PC could probably learn a lot of secrets from these tapes, if they were to somehow smuggle them out of Area 2501. Of course, they would first have to build or acquire a computer system that is capable of playing them and that might take considerable time and expense, at the GM's option.

The racks are heavy (700 pounds) and with all the tapes piled on them they are a lot heavier (1,500 pounds). The racks are bolted to the floor and take an extra Strength check vs. DC 25 to tear loose, in addition to the effort required to lift them. Each rack would do 5 damage if used as a weapon, but it might be hard to find the space to swing it in this room. Tapes themselves make awkward, bulky weapons but you could clobber somebody with one in a pinch. Each does 2 damage if used as a bludgeon.

With all these thousands of feet of magnetic tape handy, this would be a bad place to fight anyone who has the powers "Animate" or "Elemental Control (Magnetism)"

(2Z) The "Clean" Room
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 12
To Hack Door Lock: DC 20
Opens With: Numeric Code only
Security Cameras: None
Description: It's ironic that they call it the Clean Room, when this is the place they use to do dirty things. There are no security cameras or sound monitors in the room, so anything illegal the staff might choose to do in here will go unrecorded. Only Dr. Clemente, his most trusted researchers (Dr. Pinkus, for example—see his description on Page 149) and a handful of security staff know about this room.

This is where prisoners will be taken if the Security Chief thinks it's imperative that they be tortured. If Dr. Clemente decides to perform a live dissection on one of the test subjects, this is where he'll do it. The room doesn't contain much at the moment. There's a metal table against one wall with a chair in front of it. Three other chairs sit at random here and there. Empty metal shelving units sit against the walls. What did they once hold? It's hard to say, although there are some ominous looking rusty stains on them and on the table.

The table is Toughness 5, weighs 180 pounds and does 4 Damage if picked up and used as a club. The uncomfortable metal chairs each weigh 30 pounds and do 2 Damage. The shelves weigh 80 pounds each (more if there is anything on them) and do 3 Damage. The shelves are not attached to the wall.

(2AA) Lost Office
Walls: Toughness 15
Ceiling: 12 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and Green Card
Security Cameras: None
Description: Buried back behind the seldom-used recovery rooms, across the hall from one of the emergency exits, this really is the loneliest office in the building.

Everyone seems to have forgotten about this room, which stands empty and unused, but is always kept scrupulously clean. It may have been years since anyone but the cleaning staff have been here. Nobody who is presently in the base knows this office is here (except the janitorial staff, who aren't aware that there's anything special about it), and it's one of the few places in the building that has no security cameras.

The room was intended to be an emergency back-up office for the base's Executive Officer, if some major disaster were to compromise the building's upper floors. There are two workstations on top of the desk. One has access to the scientific network and the other has access to the administrative network. Both have special administrative privileges—any attempt to hack either system from these terminals is made at a +4 bonus.

The big heavy wooden desk is Toughness 3, weighs 220 pounds and does 4 damage if used as a weapon. The chairs weigh 80 pounds each and do 3 damage. The other pieces of office furniture (shelves, cabinets and so forth) weigh between 60 and 100 pounds and for simplicity's sake, let's assume each does 3 damage if you hit somebody with it.

(2AB) Escape Tunnel 2
Walls: Toughness 20
Ceiling: 8 feet high, Toughness 20
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or any card
Security Cameras: None
Description: In case Area 2501 has to be evacuated in a hurry, there is more than one escape tunnel. This one is an uncomfortably claustrophobic but brightly lit concrete hall, so narrow that Medium-sized characters have to move through it single-file. There is a kink in the middle, so that you can hide behind it and ambush anybody who might be pursuing you.

The tunnel ends at a fifty-foot shaft with a narrow metal ladder leading up to a round trapdoor, which is concealed from the outside by a patch of artificial turf. It's on the outside of the sunken fence, about a hundred feet from the road.

The fake turf is pretty hard to spot from the outside. It takes a Notice Check vs. DC 25 and even then you'd have to be standing in exactly the right place to have any chance of noticing it. Unlike Escape Tunnel #1, there is no obvious way of opening the hatch from the outside. It's Toughness 8, in case a PC decides to blast their way in.

(2AC) Escape Tunnel 3
Walls: Toughness 20
Ceiling: 8 feet high, Toughness 20
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or any card
Security Cameras: None
Description: A low, narrow concrete tunnel that forces you to walk single file (at least if you are Medium sized or bigger).

The longest of the four escape tunnels, this one leads nearly a mile to a small, noisy elevator. There are no buttons on the elevator—you operate it with a lever. The elevator takes you up into a small concrete room which is completely dark. A steel door swings open at a touch and leads you outside, where you can see that the elevator terminates in a small windowless concrete hut, about the size of an outhouse.

The hut is in the middle of the forest, far from any trail. Made from specially reinforced concrete, it's much more sturdy than it appears—Toughness 15. It's steel door is toughness 10, has no handle and only opens from the inside. There is no concealed keypad or lock. Once you are outside, the only way back in is to break down the door (this of course sets off an alarm in all of the Security Centers).

Map Key

3A: Laboratories, 3A1: Lab #4, 3A2: Lab #12, 3B: Storage,
3C: Sensory Deprivation Tank Room, 3C2: SD Tank Monitoring Room,
3D: Security Center, 3E: Elevators and Stairwells, 3F: Restrooms,
3G: Janitorial Closet, 3H: Security Chief's Office, 3I: Watch Officer's Office,
3J: Counselor's Office, 3K: Office of the Quartermaster,
3L: Weapon Maintenance and Repair, 3M: Living Quarters,
3N: Shift Briefing Rooms, 3o: Conference Rooms, 3P: Guest Quarters,
3Q: Chief Security Officer's Quarters, 3R: Executive Officer's Quarters,
3S: Processing and Debriefing, 3T: Officer's Club, 3U: Secure Server Room,
3V: Security Break Room, 3W: Cafeterias A and B, 3X: Kitchens A and B,
3Y: Kitchen Supply Storage, 3Z: Weapons Testing Chambers,
3AA: Weapons Test Control Center,
3AB: Powered-Armor Trooper Break Room, 3AC: Test Subject Holding Area,
3AD: Unused Test Subject Holding Area, 3AE: Classroom 1, 3AF: Classroom 2,
3AG: Classroom 3, 3AH: Classroom 4, 3AI: Teacher's Lounge,
3AJ: Power-Armored Trooper Quarters, 3AK: Escape Tunnel 4

Level Three Overview
This is where most of the secret laboratories are located, as well as the living facilities and classrooms for the parahuman children whom Dr. Clemente is holding captive. Brightly lit and antiseptically clean, it looks a little like an upscale hospital, except for all the guards standing around armed to the teeth.

Not all the labs down here are presently in use, while some of them are running experiments that have nothing to do with Dr. Clemente and his work. If the GM wants the PCs to stumble over some other dangerous or illegal research in progress here, it could easily happen. Or they could hide in an unused lab—perhaps even long enough for a PC Gadgeteer to make something...

Blast Doors
Just as on levels one and two, some of the halls on Level Three are sealed with locked double doors. These doors are Toughness 12. They can be opened with a green, blue, yellow or white card pass card or else with a numeric code. It takes a Disable Device Check vs. DC 20 to hack the locks.

(3A) Laboratories
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and White Card
Security Cameras: Always on, usually monitored (unless the lab isn't in use, in which case they are only sometimes monitored)
Description: Some of these are normal labs that might remind you of high school biology. Others could be running experiments straight out of science fiction. We can't detail the contents of every last lab, nor have we decided for you which labs are running weird experiments and which ones are running more or less normal ones. We have however proved you with some normal looking labs and some peculiar ones. Make of them whatever you need. We've included details on just a few.

While their contents vary a lot, most of the labs have rows of steel counters that take a Strength Check vs. DC 30 to rip out of the floor and do 5 damage if used as weapons. You can also find Bunsen burners (Damage 2, Heat), glassware (damage 1-3 depending on the item) dangerous chemicals and all kinds of other things a PC could improvise a weapon out of.

(3A1) Lab #4
Walls: Toughness 15
Ceiling: 20 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and White Card
Security Cameras: Always on, seldom monitored
Description: A gigantic machine has been sitting here since the 1960s, using up huge amounts of electrical power. No one knows quite what it is or what it does (in fact we're leaving it up to the GM). The experiment is so secret that no one presently working at Area 2501 has the security clearance for it. Nor does anyone have the authority to switch it off, despite the very real chance that the Pentagon has forgotten about it altogether. Not that anyone would dare to turn it off even if they thought they had the clearance—they're all much too afraid of what might happen.

Once a year or so, a mysterious tech from the Pentagon would appear, shows his security credentials, go down to Lab #4, looks at the dials and gauges on the machinery and makes some mysterious notes on a clipboard. No one knows why (and neither does he—it's just a job he has been assigned to do). It has been three years since he was last here and no one knows why he stopped coming. In fact it's because the office he was turning his reports in to finally closed. But they hadn't been doing anything with the reports apart from filing them anyway—at least for the past decade or so.

The control console in the lower-left (southwest) corner of the room is Toughness 5, weighs 1,500 pounds and takes a Strength Check vs. DC 25 to rip loose from the wall. It does 7 damage if used as a weapon. The chair sitting in front of the console weighs 60 pounds and does 2 Damage.

The smaller panel on the south wall has no actual controls—it's covered with analog gauges that measure some mysterious kind of fluctuating power levels in the big machine. It's Toughness 5, weighs 1,000 pounds, takes a Strength Check vs. DC 25 to yank off the wall and does 6 damage if used as a weapon.

The big machine itself comes in two sections. Each is Toughness 8 (although the weird glowing green domes on top are only Toughness 4) and weighs about six tons. Neither one is attached to the floor. If you were to pick one of the two sections up and hit somebody with it, it would do 10 Damage. A smaller chunk of the machine might do 6-8, depending on its size.

The glowing green tube that connects the two halves of the machine is Toughness 4. What happens if it or the green domes get broken is up to the GM. It might be nothing, it might be catastrophic.

The machine is attached to the wall by a large power cable and two smaller ones. The big one is Toughness 6 and the little ones are toughness 4. If any of them are severed from the machine, they can be used as weapons. The bigger cable does 8 Electrical Damage and the little one does 6 if you touch someone with the live end.

(3A2) Lab #12
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and White Card
Security Cameras: Always on, usually monitored
Description: This is the laboratory where the PCs were hooked up to Dr. Clemente's virtual reality machine. It contains a number of beds (at least the same as the number of PCs) and a maze of snaking electrical wires that can be attached to sensors. A virtual reality helmet rests on each bed and a medical monitor on one side of the room tracks the vital functions of anyone hooked up to the simulation.

Dr. Clemente frequently tests the super-kids in this room, and at the GM's discretion Janie (see her description on Page 163) may have left one of her Barbie dolls in a corner. Only let the PCs notice this if you think they need the clue.

If a PC would like to go berserk in here, they will find that the beds each weigh about 60 pounds and do 2 damage if used as weapons. The monitoring devices around the walls weigh between 30 and 80 pounds and do 1-3 damage. The various wires and cables are disappointingly flimsy—at Toughness 1, none of them are very good to tie anyone up with.

(3B) Storage
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Yellow Card
Security Cameras: Always on, sometimes monitored
Description: The big storage room on Level Three is filled with crates and boxes of supplies for the offices, living quarters and conference rooms on this level. You can find everything from rolls of toilet paper to spare printer cartridges to live ammunition in here. There are however no medical supplies of any kind. By regulation, they all have to be immediately transported to the Medical Office on level 2 or to the Nurse's office on Level 7.

Crates and boxes vary in size and weight. The biggest are made of Toughness 5 wood, weigh up to 1,000 pounds and do up to 5 damage if used as weapons. The smallest and flimsiest are made of cardboard, have no Toughness, weigh 10 pounds or less and do negligible damage.

(3C) Sensory Deprivation Tank Room
Walls: Toughness 15, rear wall is Toughness 20
Ceiling: 15 feet high, Toughness 15,
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code or Yellow or Green or White Card
Security Cameras: Always on, sometimes monitored
Description: Twelve sensory deprivation tanks fill the center of this room. Each one is hooked up to a bank of life support machines and medical monitoring devices on the south wall. Cables and hoses cover the floor. Each tank is

about six feet long, and is filled with a sterile saline solution. Completely airtight and light-proof, once the subject is loaded into the tank, they are completely cut off from all forms of sensory stimulation. They can see, hear, smell and feel nothing, suspended in the saline as though they were in the womb. A normal person would find this experience restful—for an hour or so. Almost anyone would go insane after three days. Dr. Clemente has on occasion left test subjects in the tanks for a week or more. He uses the tanks to help the super-children in his charge learn self-control, to hone their powers (especially the psychic ones) and sometimes to punish them. It's all a question of how long you leave them inside, and how many hallucinogenic drugs you inject them with first.

A Knowledge (Technology) Check vs. DC 20 will tell you what the tanks are. Each tank is heavy (800 pounds) but they aren't bolted to the floor. If you pick one up and hit somebody with it, a tank does 5 damage. Each tank is Toughness 6. At the GM's discretion the saline fluid inside might have some kind of effect on all the electrical apparatus lying around, if it gets spilled.

(3C2) SD Tank Monitoring Room
Walls: Toughness 15, north wall is Toughness 20
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code *and* Yellow or White Card
Security Cameras: Always on, sometimes monitored
Description: The walls of this room are lined with screens and monitoring equipment, which can be used to study the medical data from the subjects in the sensory deprivation tanks. The equipment here records information on the subject's pulse, body temperature, brainwave activity, and a host of other subtle biological functions. All this data is also stored on the base's computer network (the secret, scientific network, not the relatively insecure administrative network) but the audio and video recordings of the sessions can only be accessed from these consoles.

If you try to use the consoles, a Computers check vs. DC 25 will let you bring up some of the digital recordings from the monitoring equipment. Most of it is boring—endless streams of heart-rate and body temperature data. But there are also video recordings of children screaming and begging to be let out of the tanks. The big heavy swivel chairs in this room weigh 40 pounds and do 2 damage if used as weapons. The control console is Toughness 5. If it gets smashed, there is a one in two chance that anyone touching it takes a PL 5 electric shock. It's up to the GM as to whether or not any of the recordings are salvageable once it's been destroyed.

(3D) Security Center
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code and Blue Card
Security Cameras: Always on, constantly monitored
Description: The Security Center on Level Three doubles as a ready-room and also serves as a temporary detention facility. A guard sits on duty at the bank of monitor screens twenty—four hours a day. There is also a five-man rapid response team on duty here at all times, ready to go deal with any trouble that arises (there hasn't been any in a long time).

A long metal table sits in the middle of the room, surrounded by office chairs. A desk and some filing cabinets rest around the walls. The doors have concealed peepholes (Notice or Search Check vs. DC 25 to spot) and ports that up to four of the guards can fire their weapons out of while maintaining complete cover.

It takes a Computers Check vs. DC 15 to use the bank of monitors to see through any security camera in the complex—except for the ones in really secret areas like the labs, the weapons testing chambers, and the rooms where the test subjects are held (that requires a Check vs. DC 20).

Mounted in one wall are three sets of Toughness 9 restraints. Each set includes both wrist and leg manacles. It's impossible to sit down while wearing the restraints, since the chains are only six inches long.

The office chairs in this room weigh 60 pounds and do 2 damage if used as weapons.

The tables weigh 250 pounds and do 4 damage if a super-strong character pick one up and swings it like a bat. The metal desks are Toughness 6, weigh 200 pounds and do 4 damage.

(3E) Elevator and Stairwell
Walls: Toughness 15 (elevator cab itself is Toughness 10)
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code *and* Green, Yellow, Blue or White Card
Security Cameras: Always on, constantly monitored
Description: It takes a Disable Device check vs. DC 20 to notice that each of the two elevators on this floor is equipped with security cameras, vibration and noise sensors and a floor that can be electrified (for 6 damage). A Disable Device check vs. DC 25 is required to deactivate the electrified floor.

The stairwell has Toughness 10 door that opens onto a ten-foot wide enclosed staircase. As noted before, there may or may not be antipersonnel traps on the stairs.

Both the elevators and the stairs are heavily monitored. Unless they take counter-measures, assume the PCs are under observation whenever they are inside.

(3F) Restrooms
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green, Blue Card, Yellow, Purple or White Card
Security Cameras: Always on, sometimes monitored
Description: Neither stalls nor privacy are to be found in the third floor restrooms.

It takes a Strength Check vs. DC 25 to rip a toilet out of the floor or a urinal off the wall. To tear out a sink takes a Strength Check vs. DC 20. The fixtures are all Toughness 6. If torn out and used as weapons, toilets and urinals do 3 damage, while sinks do 2.

(3G) Janitorial Closets
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, seldom monitored
Description: It takes a lot of work to keep a building this size clean. This level has two separate janitorial closets, each of which holds either one or two large janitors' carts. The carts weigh 100 pounds and do 2 damage if picked up and used as weapons.
Cleaning supplies cover the walls. Innovative PCs might be able to improvise some kind of weapon or bomb out of the various cleaning fluids, and of course anyone can pick up a mop and hit someone with it (Damage 2).

Whether or not there are enough materials here for a Player Character to make anything useful is up to the GM, as are the number of bombs, bottles of caustic liquid, etc, that you could make from the stuff on the shelves. If the PCs are in a tight spot, be generous. If they're already winning, you probably don't need to be.

(3H) Security Chief's Office
Walls: Toughness 15, east wall is Toughness 20
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 20
Opens With: Numeric Code and Red Card
Security Cameras: Always on, constantly monitored
Description: The head of Security at Area 2501 is Alpha-Alpha 101, a huge, watchful man, feared and respected by his men, despite a reputation for being distant and aloof. We have a detailed description and stat block for him on Page 146. His office has no windows and is surprisingly small. It looks even smaller with someone his size crammed in beside the desk.

Despite his tough appearance and massive physical strength, Alpha-Alpha is a nervous man and he's acutely aware of how dangerous the research going on here is. He doesn't like the fact that his office is on the same floor as the experimental test subjects, but it least it's reasonably secure. He always sits with his back to the most heavily reinforced wall.

There are no personal objects on his desk, no decorations on the bare concrete walls. The desk is not however very tidy. He always has a million things to do and it's always buried in paperwork.

A safe on the wall is intended for really secret documents (Disable Device Check vs. DC 20 to open without the combination), but it's empty. He tries to know as little as possible about the secret work going on at area 2501 and he certainly doesn't want any compromising documents in his office if the whole thing ever gets exposed.

A cabinet behind the desk contains some heavy weapons in case of an emergency. He leaves it unlocked a lot of the time just in case he has to get to a gun quickly (if it's locked, a Disable Device Check vs. DC 20 will open it). While Alpha-Alpha leaves the security of his office as little as possible, he does spend time on the firing range. This gives him and excuse to carry heavy armament with him when he walks through the halls. Everyone assumes the boss is on his way back from the firing range.

There is a second desk for his personal assistant, but he doesn't have one at the moment. He has piled stray papers that won't fit on his own desk on top of it. Bolted under the assistant's desk is a loaded shotgun. It takes one round and a Dexterity Check vs. DC 10 to release the shotgun, which does 5 damage.

The desks themselves weigh 200 pounds each, are Toughness 3 and do 4 damage if used as weapons. Both of the office chairs weigh 40 pounds and do 2 damage. The weight of the shelves, filing cabinets and so forth varies, but should be between 80 and 150 pounds and do from 1-3 damage depending on the size and weight of the object.

The weapons locker is Toughness 9 and weighs 300 pounds. If you pick it up and clobber someone with it, it does 3 damage. If instead you open it and use the weapons stored inside, you can find the following: 3 Assault Rifles (Weapon, 5 Damage [Extra: Autofire]), Shotgun (Weapon, 4 Damage), Anti-Tank Rocket Launcher (Weapon, 10 Damage [Extra: Explosion]), Grenade Launcher (Weapon, 5 damage [Extra: Explosion, 15 foot radius]), .50 caliber sniper rifle (Weapon: 7 damage)

(3I) Watch Officer's Office
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 20 (if locked)
Opens With: Red Card
Security Cameras: Always on, constantly monitored
Description: This is where the Officer of the Watch conducts the Security Team's day-to-day business (or night-to-night—the office is manned around the clock). This is where patrols turn in their reports, where the men go to register complaints or make requests and where duty rosters get assigned. In addition to the Officer of the Watch, this room has two men standing guard and there is a one in two chance that one or more other members of the security team are here on business when the PCs arrive.

If you go through the files in the cabinets and desk drawers (the desk is locked and has a silent alarm; a Disable Device Check vs. DC 20 unlocks it, but your roll has to beat a DC 25 to keep from setting off the alarm) you can learn almost everything about way security works. The number of men in the Ready Response teams, the locations of the Security Centers and with a Search Roll vs. DC 25, the numeric codes to open any door in the complex but XO Woody's office (see Page 130). Of course some of those doors still require cards, even with the codes.

The Watch Officer's desk weighs 180 pounds, is Toughness 4 and does 4 damage if used as a weapon. His office chair weighs 40 pounds and does 2 damage. The shelves, filing cabinets and other office furniture weigh between 80 and 150 pounds and does somewhere between 1 and 3 damage.

(3J) Counselor's Office
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or White Card
Security Cameras: Always on, usually monitored
Description: Area 2501 employs a therapist, who is available to talk to anyone, guards or civilian staff. His job is, unfortunately, a joke.

Like every psychologist who has held the position before him, he has been unable to convince the higher-ups to let him turn off the security cameras in his office. As a result, no one wants to confide their personal problems in him, since they know that the guys in the Security Centers will be watching and listening.

Occasionally one or another member of the security staff does come to the office for "help", but they're really just here to mess with the counselor and say ridiculous things, while their buddies watch on the monitors and howl with laughter. Therapists never last long here.

As a result of the high turn-over, the room has an impersonal look, with some file-drawers, a nondescript brown desk a couch and some chairs. There are fluorescent overhead fixtures, but most counselors prefer to leave them switched off, and light the room with the softer glow of table lamps. The patient files in the cabinets contain little useful information, since no one ever really confides anything in the counselor

The doctor isn't in when the PCs attack Area 2501, but if they somehow manage to ambush him outside the complex, he has a White Card (his own door code is the only one he knows, however).

The counselor's desk weighs 200 pounds, is Toughness 3 and does 4 damage if used as a weapon. The big heavy wooden chairs weigh 80 pounds and do 3 damage. The weight of the shelves, filing cabinets and so forth varies, but each piece should weigh somewhere from 80 to 150 pounds and do from 1-3 damage depending on its size.

(3K) Office of the Quartermaster
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10 (rear door is the same)
To Hack Door Lock: DC 20 (both doors)
Opens With: Both doors require separate Numeric Codes *and* a Green or Blue Card
Security Cameras: Always on, constantly monitored
Description: Officially the name of this room is "Accounting and Human Services" but everyone calls it the Quartermaster's office. Payroll for the security, technical and cleaning staff gets processed by this office, and they handle questions and complaints about employee benefits as well.

Bigger than the Chief of Security's office, there is an outer section where a receptionist greets visitors and routine matters get dealt with, and an inner office where most of the administrative work takes place and private meetings get held. The receptionist is a guard on special duty and knows how to use the shotgun clamped under the reception desk (Damage 4).

Both rooms contain the usual compliment of office furniture and equipment. Neither one has anything hanging on the wall, and the rule against having personal items on your desk is rigorously enforced here.

The desks in both the inner and outer offices are Toughness 3. Each weighs 180 pounds and does 4 damage if picked up and used as a weapon. The swivel chair behind the receptionist's desk weighs 40 pounds and does 2 damage, while the big heavy chairs in the inner office weigh 80 pound each and do 3 damage. For simplicity's sake, assume all the other office furniture does 2 damage, has a toughness of 3 and weighs between 60 and 120 pounds.

(3L) Weapon Maintenance and Repair
Walls: Toughness 15
Ceiling: 20 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and Blue or Yellow or White Card
Security Cameras: Always on, usually monitored
Description: The sign on the door says "Equipment Maintenance and Repair" but that's a euphemism. This big noisy room is where guns, experimental weapons and battlesuits are serviced and repaired. There are a number of work tables, metal-working tools and a pair of huge hydraulic presses. Big steel cabinets hold tools of every description. A battlesuit lies partially disassembled on one workbench.

They actually have the capacity to machine spare parts for most of their weapons on-site. They can even turn new gun barrels on their metal lathes.

As you might imagine, there are a lot of things to hurt people with in this room.

Everything from welding torches to metal saws to the work tables and cabinets themselves could be used as a weapon. Here's a brief sampler.

A workbench weighs 800 pounds and does 4 damage if picked up and used as an improvised club. The lathes weigh 150 pound each and do 4 damage. Bolted into place, it takes a Strength Check vs. DC 30 to rip them loose. The giant hydraulic presses weigh a ton and a half each and do 7 damage. Holding somebody down under the press and crushing them with it takes a whole round, but does a monstrous 11 damage at the press' highest setting. A welding torch does 5 damage. A small metal saw does 4 damage and a big one does 6. We leave the rest of the room's contents to the GM's fiendish imagination. There are saw blades, canisters of fuel, chunks of metal large and small and many other potential implements of violence to work with.

We also leave it to the GM to decide if there are any partially disassembled weapons lying around that a PC could pick up and use, or if a PC Inventor could whip something up here on the fly...

(3M) Living Quarters
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Usually unlocked, Toughness 8
To Hack Door Lock: DC 15 (if locked)
Opens With: Numeric Code or Green or Blue or White Card
Security Cameras: Always on, sometimes monitored
Description: Essentially identical to the living quarters on the floor beneath, these rooms provide on-base housing for the security staff. Each room contains between two and four beds—officers sleep two to a room while ordinary guards live in triples or quads. In addition to the beds, each room contains a night table, a chest of drawers and a footlocker for each of its residents. It's not uncommon for them to have smuggled in a TV and a video game system or two, despite this being against the regulations. The floors are carpeted but the walls and ceilings are bare concrete. There are huge (Toughness 8) widows, but they don't open.

Each bed weighs about 150 pounds and the chairs weigh 40. Footlockers, dresser tables and so forth weigh between 60 and 100 pounds. A bed does 3 damage if you pick it up and use it as a weapon, while the chairs, dresser tables and chests of drawers do 2.

(3N) Shift Briefing Rooms
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15 (if locked)
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, usually monitored
Description: More or less identical to the shift briefing rooms on the level below, each of these semicircular rooms holds a lot of uncomfortable blue chairs in a style that was considered very progressive forty years ago, a podium equipped with the latest in audiovisual presentation hardware and a hideous billiard-table green carpet. A table stands near the podium, with a coffee machine and some Styrofoam cups on it. Ancient fake wood paneling rises fifteen feet up the wall, but stops short of the bare cement ceiling. This is where the men gather at the beginning of each shift to hear announcements and receive their duty assignments. As on the lower level, the fantastic hardware built into the podiums tempts many officers to put together needless visual presentations to go with briefings, just because it looks cool

The blue chairs each weigh 30 pounds and do 1 damage if used as weapons. The table weighs 45 pounds and does 3 damage if swung like a bludgeon.

(3o) Conference Rooms
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15 (if locked)
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, usually monitored
Description: Just as on Level 2, there are more than enough conference rooms here to serve the security and research staff's administrative needs. Each one contains some

sectional cherry wood tables, some chairs and a few cabinets around the walls.

Each sectional table is Toughness 4, weighs 100 pounds and does 4 damage if picked up and used as a weapon. The chairs weigh 30 pounds and do 2 damage.

(3P) Guest Quarters
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or White Card
Security Cameras: Always on, sometimes monitored
Description: Area 2501 doesn't have a lot of guests, but members of the research staff sometimes use these rooms to sleep in if they need to stay on the premises all night. If the GM decides to use Major Maximum and or the Gray Golem to beef up the opposition (see Pages 42-44) then they will be staying in two of these rooms.

The rooms are a little less Spartan than the staff housing. They vary in their size and furnishings, but each one has a bed, a night-stand, a wardrobe and a locker for personal belongings, as well as a TV set with a good selection of cable programming. Some have armchairs or writing desks. They don't have in-room internet hookups, although the base's administrators and technical staff are working to correct that problem. Nor do any of the guest quarters have private bathrooms.

The beds weigh 180 pounds and do 3 damage if used as weapons. Straight-backed wooden chairs weigh 40 pounds and do 2 Damage. An easy chair weighs 100 pounds and does 3 Damage. Dressers and chests of drawers weigh 80 pounds when empty and do 2 damage. Wardrobes and storage lockers weigh 120 pounds and do 2 damage. Writing desks weigh 150 pounds and do 3 damage. Other items (wastebaskets, night-stands, etc) should weigh between 0 and 80 pounds and do between 0 and 2 Damage.

(3Q) Chief Security Officer's Quarters
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and Red Card
Security Cameras: Always on, seldom monitored
Description: Alpha-Alpha's room, like his office, is not as large as you might expect—it's smaller and shabbier than any of the guest rooms. It looks doubly cramped with such a huge man in it. The room contains a bed, a chest of drawers containing a number of identical polyester dress shirts and slacks, a wardrobe and an enormous gun cabinet, which contains a modified AK 47, an M-16, a pump-action military shotgun, a .30 caliber machine-gun and an anti-tank missile-launcher, as well as a spare set of body armor. The gun cabinet is usually unlocked when he is in his room. The rest of the time it takes a numeric code or a Disable Device Check vs. DC 20 to open.

Alpha-Alpha frequently has one or another of his heavy weapons out of the case. If anyone comes to see him while he has one out, he pretends to be cleaning it, but the truth is that despite being so large and ferocious-looking, this assignment terrifies him. He's sure that some rogue parahuman could come crashing through his wall at any second and he wants massive firepower close at hand when it happens.

His bed weighs 150 pounds and does 3 damage if you hit something with it. His wooden chairs weigh 40 pounds and do 2 damage. The gun locker is Toughness 9 and weighs 350 pounds. It does 3 damage if you pick it up and use it as a weapon. The rest of Alpha-Alpha's furniture weighs between 60 and 100 pounds and for simplicity's sake let's assume that each item does 2 damage if used as a weapon.

The weapons locker contains: 2 Assault Rifles (Weapon, 5 Damage [Extra: Autofire]), Shotgun (Weapon, 4 Damage), Anti-Tank Rocket Launcher (Weapon, 10 Damage [Extra: Explosion]), .30 caliber heavy machine gun (Weapon, 6 Damage [Extra: Autofire])

(3R) Executive Officer's Quarters
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 25
Opens With: Numeric Code and Red Card

Security Cameras: None
Description: Area 2501's Executive Officer, Lambert Woody, disappeared some time last year. No one has been into his room since. There's not much to see in any case. He spent little time here and he hasn't left much of himself in the room. Apart of course from his huge stash of pornography (none of it illegal or particularly disturbing—he liked cheerleaders and truck stop waitresses).

The room is nicer than most of the guest quarters, with big soft armchairs, a television set, a luxurious couch and a personal computer hook-up (he connected to the network with his lap-top, which isn't here) An ordinary collection of action movie DVDs sits on a shelf. His private collection is at the bottom of his wardrobe, which contains nothing else but a pair of expensive Men's 42 short Sports Jackets and a London Fog trench coat

His bed weighs 250 pounds and does 3 damage if used as a weapon. The chest of drawers nearby weighs 150 pounds and does 2 damage. The wardrobe weighs 200 pounds and does 3 damage. The easy chairs weigh 120 pounds each and do 2 damage. The enormous TV weighs 80 pounds and does 2 damage. His table has a glass top, weighs 120 pounds and does 3 damage (not counting the huge glass shards it will make).

(3S) Office of Processing and Debriefing
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10 (both doors)
To Hack Door Lock: DC 20 (both doors)
Opens With: Numeric Code and Blue Card (rear door opens the same way, but with a different numeric code)
Security Cameras: Always on, constantly monitored
Description: If the guards capture any prisoners, they take them here for "processing and debriefing". The Processing and Debriefing Office has two rooms. A desk and some office equipment fill the small outer room. You might mistake it for any ordinary office, except for the lack of windows and the shackles mounted in the wall next to two of the chairs.

Each of the Restraint Chairs is made of hard, uncomfortable plastic and is bolted to the floor. The chair has a Toughness of 8 and the shackles are Toughness 9. If you rip a chair out of the floor (this takes a Strength Check vs. DC 25) and hit someone with it, it does 3 damage. The Center isn't made to process very many detainees at once-they only have two restraint chairs. Since they haven't actually detained any intruders in years, it's mostly used to discipline guards who've gotten drunk and unruly.

Behind the Toughness 10 steel door on the rear wall of the outer office is a grimmer room. Debriefings are carried out in a concrete-walled chamber with harsh light, a metal table and some hard chairs. The Debriefing chamber is monitored at all times (you can watch the video feed either in the Security Centers or from the desk in the outer office) so they never use any illegal interrogation techniques here. If they were going to do something like that, they'd use the Clean Room (see Page 90).

The desk in the outer office is made of bulletproof material and it's anchored to the floor. Toughness 8, it takes a Strength Check vs. DC 25 to yank it out of the floor. It weighs 350 pounds and does 4 damage if wielded like a bludgeon. The chair behind the desk weighs 40 pounds and does 2 damage. The other office furniture (filing cabinets and so forth) weighs between 60 and 150 pounds and does from 1-3 Damage at the GM's discretion.

The steel table inside the interrogation room is Toughness 8 and bolted to the floor. It weighs 200 pounds and takes a Strength Check vs. DC 20 to uproot. If you should get a hankering to beat your interrogator over the head with it, the table will serve very nicely, doing 4 Damage. The chairs weigh 30 pounds each and do only 1 damage, which isn't nearly as satisfying.

(3T) Officer's Club
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, sometimes monitored
Description: Technically there aren't any officers at Area 2501, just guards with command duties. There are no official ranks here. But in fact everyone knows who the officers are. They

even have their own special break room, which everyone calls the "Officer's Club".

The furniture here is nicer than in the standard security break rooms and it's made of wood. There are couches and a plasma TV that's constantly turned to Fox News. They have a serve-yourself bar and a long dining table for official dinners. A row of shelves holds books and DVDs—you can borrow them for a week, through an informal gentleman's agreement. There is a jukebox and it has a better selection than the one in the upstairs break room (see Page 112).

The club doesn't see nearly as much use as the other security staff break rooms, largely because there aren't any video games. The atmosphere is depressing, too. The floor is an ugly color and the walls are bare concrete. This is also true of the other break rooms, but unlike the other rooms this one is trying to look nice.

The bar in the Officer's Club makes a convenient place to taker cover in a firefight. It's Only Toughness 3, however, and bullets are therefore likely to go straight through it.

Barstools can be snapped off with a Strength Check vs. DC 15 and do 2 Damage if you club somebody with one. The giant plasma screen TV weighs 120 pounds and does 3 Damage—4 on the first round (the glass breaks). Most of the room's chairs weigh 40 pounds and do 2 Damage. The dining table weighs 160 pounds and does 3 Damage. At Toughness 3, it doesn't make for great cover from a hail of assault rifle bullets.

(3U) Secure Server Room
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 12
To Hack Door Lock: DC 25
Opens With: Numeric Code and Yellow Card
Security Cameras: Always on, sometimes monitored
Description: The base's secure servers are stored here. Big, clunky old mainframes built in the 1980s, they run the base's scientific data network, which is accessible only to Dr. Clemente, his staff, and a few administrative higher-ups. It is completely separate from the administrative network and is serviced by different technicians. The research faculty all have two computer terminals on their desks—a new one with a flat-screen for the administrative network, and a heavy old beige unit with a two color monitor (green and black) for the scientific network.

The secure network itself is a pre-Unix Vax-Net, with no graphical interface at all. It's slow and it's difficult to use—you have to know the whole command-line to make it work very well, but it's also amazingly stable and never seems to crash.

The room holds a server, an identical backup server, a console where a tech can monitor the system's functions, and shelves containing numerous spare parts, extra components and tools. The door always has at least one guard standing watch in front of it, even if no one is inside. The system is stable enough that techs seldom have to spend much time in the room for anything but routine backups and maintenance. The odds are very low that anyone is in the room if the PCs wander by—less than 1 in 10 (unless the GM decides otherwise for plot purposes).

The console in the secure server room has special network privileges. Anyone attempting to hack the network from this room gets a +4 bonus on their attempt.

(3V) Security Break Room
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15 (if locked)
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, sometimes monitored
Description: The break room on level three holds roughly the same assortment of furniture and gear as the one on the floor below. Counters and cabinets run along the walls. There is a sink, a water cooler, a microwave oven and a refrigerator. Random furniture lies here and there around the room—here too there is a weird preponderance of beanbag chairs. A nautilus machine sits in one corner with some free weights nearby. There used to be a lot of bickering over who gets to use the weights, but now there's a sign-up sheet on a clipboard hanging nearby. The room has two TVs. The big one is usually switched to Fox news or the weather channel and the small one is almost

always hooked up to somebody's videogame system. A shelf on one wall holds some paperbacks that no one ever seems to read and a set of DVDs. The movies have all been carefully selected to be free of "subversive" content. In one corner stands the Security team's pride and joy—an actual working pinball machine that somebody smuggled in years ago. Despite their efforts to keep it maintained, not all of its functions work anymore. If it were to get damaged in a super-battle, the entire security team would bear a grudge.

Most of the chairs weigh 30 pounds and will do 2 Damage if used as weapons, (bean-bag chairs do no damage). The nautilus machine weighs 800 pounds and does 5 damage. The free-weights do between 1 and 3 Damage and the weight of each one is conveniently marked on the side.

The pinball machine weighs 120 pounds and does 3 damage. It's Toughness 1 and will almost certainly break if you hit someone with it.

(3W) Cafeterias A and B
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15 (if locked)
Opens With: Numeric Code or Green or Blue or Yellow or White Card
Security Cameras: Always on, sometimes monitored
Description: These two small cafeterias don't have enough space to seat all the security staff at once, so the cafeterias stay open all night and the men in eat in shifts.

Each room contains 4 plastic tables and 24 or so uncomfortable chairs. Sideboards around the room hold spare napkins, plates and dining ware. A microwave sits on one of them, in case someone wants to heat up some food without waiting to be served from the kitchen. The walls are a neutral pinkish Formica color. There are no pictures or decorations on them.

The plastic dining fixtures resemble early 1970s lawn furniture. Many years worth of epithets, initials and crude cartoons have been carved into the underside of nearly every piece.

The tables and chairs are light, being made of high-impact plastic, and they don't make very good weapons. A chair weighs ten pounds and does 1 Damage if used as a weapon. Even the tables weigh no more than fifty pounds and do only 1 Damage if you hit somebody with them. The sideboards are really your only good option for clobbering anyone with the furniture. They weigh 80 pounds or so and do 2 Damage.

(3X) Kitchens A and B
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue Card
Security Cameras: Always on, sometimes monitored
Description: Each of the two kitchens has a large electric range in the center of the room, surrounded by counters, preparation tables and cabinets.

The administrators who oversee Area 2501 have never been able to find a food service contractor with enough security clearance to work this deep in the building, so the men take turns at cooking duty. The food is largely the likes of canned sloppy Joe, beef stew and chicken a' la king, with frozen vegetables on the side. Yet they do manage tolerable cheeseburgers.

Kitchens, of course, are great places for improvised mayhem—filled as they are with hot things, sharp things and heavy things with handles. None of the various implements stored here should do more than 2 damage (possibly 3 for a large pot of boiling water). None of the food here needs to be prepared with machetes or chainsaws.

(3Y) Kitchen Supply Storage
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, sometimes monitored
Description: Both of these storage rooms holds food and other supplies for the kitchens, Neither one is large enough to hold more than a few days' supply worth of food, so they are regularly restocked from the crates in the main storage rooms.

They aren't kept locked and a PC could easily find something inside that might be used as a weapon, from restaurant-sized cans (2 damage) to spare cutlery (usually 3 damage at most). Neither room is, however, a very good place to hide, since they can't be locked form the inside and the cooks may suddenly appear at any time of the day or night.

(3Z) Weapons Testing Chambers
Walls: Toughness 20
Ceiling: 15 feet high, Toughness 20
Door: Locked, Toughness 15
To Hack Door Lock: DC 20
Opens With: Numeric Code and White Card
Security Cameras: Always on, sometimes monitored (depending on whether or not a test is in progress)
Description: All three of these bare concrete rooms have been used to test experimental weapons. Often the north end of each room is barricaded with sand bags while some new experimental device gets fired at the concrete targets on the south wall.

No weapons tests have been scheduled on any of the days the PCs will be visiting Area 2501, so if they enter any of the rooms, all they will find are some half-destroyed concrete targets and some very weird scorch marks on the floor. The targets themselves are giant slabs of fortified concrete that get subjected to all kinds of incredible abuse. They are blasted, fried, frozen, irradiated and bathed in weird extradimensional energies on a regular basis and need frequent replacement. The sensors in all three rooms are monitored from the Weapons Test Control Center (see below) at a safe distance.

Each of the target blocks is Toughness 10 and weighs three tons. They make great weapons if you are strong enough to break one off and brandish it around—they do between 5 and 10 Damage, depending on the size of the chunk you tear loose.

(3AA) Weapons Test Control Center
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code *and* Yellow or White Card
Security Cameras: Always on, sometimes monitored
Description: Here techs and scientists monitor the progress of whatever weapons tests are being performed in the three Weapons Testing Chambers. The control consoles are made for easy use. It takes only a Computers roll vs. DC 15 to turn on the sensors in the weapons test chambers.

No tests are presently scheduled, so the room is empty when the PCs arrive at the base. It's up to the GM as to whether or not there is any left-over data from previous weapons tests that can still be accessed from this room. If there is, then make sure it's not the kind of thing that would send the PCs off on a tangent, away from the main arc of the plot (which is, let's face it, complicated enough already).

The big heavy swivel chairs in this room weigh 60 pounds and do 2 damage if used as weapons. The control console is Toughness 5. If it gets smashed, there is a one in two chance that anyone touching it takes a PL 3 electric shock. It's up to the GM as to whether or not any of the recordings can be salvaged once the console has been destroyed.

(3AB) Powered-Armor Trooper Break Room
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue Card
Security Cameras: Always on, sometimes monitored
Description: Three troopers in powered armor watch over Dr. Clemente's test subjects—a last line of defense in case any of them ever recover their powers. Directly across from their security station is the room where they take their breaks. The powered-armor squad is separate from the rest of the guards. They perceive themselves as an elite unit and they don't like to mingle with the ordinary infantry. They have the option of dining in the cafeteria with the rest of the men, but for the most part they prefer to take their meals here, in their own private break room.

The room itself contains a large wooden table (much nicer than the ones in the ordinary guards' break rooms), some chairs, a refrigerator, a microwave, dishwasher and sink, with some cabinets full of supplies along one wall that contain, among other things, a first aid kit. There is a walk-in closet for them to store their regular uniforms while they get suited-up in their armor. A large television on a stand is linked to a Tivo, a DVD player, a couple of video game consoles and an integral worldwide web hookup. A shelf holds a large selection of films on DVD, carefully selected for "patriotic" content.

There are, alas, no spare suits of powered armor just sitting around waiting for the PCs to try them on. But there are other options for PCs in need of weapons.

The chairs weigh 40 pounds each and do 2 Damage if you hit somebody with one. The refrigerator is a more promising weapon. It weighs 300 pounds and does 4 Damage. Made of heavy Swedish wood, the table weighs 180 pounds and does 3 damage. The TV set weighs 60 pounds and does 2 damage, but it does 3 on the first blow if you hit someone with the glass side.

(3AC) Test Subject Holding Area
These are the rooms where the parahuman children are being held. They are mapped out and described in detail in the section entitled "The Holding Cells" beginning on Page 131. There are presently eleven kids in the facility. Their stats and descriptions can be found on the section "The Super-Kids" on Pages 155-164

(3AD) Unused Test Subject Holding Area
Dr. Clemente would love to acquire more parahuman children to experiment on. When he does, this part of the facility will be ready for them. It's an exact replica of the holding facility on the other side of the complex, although of course it doesn't yet hold any kids.

The doors are kept locked, but the rooms are unguarded—there's nothing to guard here, yet. The lights are normally left off in these rooms, and it's absolutely pitch black.

(3AE) Classroom 1
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Purple Card
Security Cameras: Always on, sometimes monitored
Description: Formerly Greg Pelleg's classroom, this room was used primarily to teach History and Social Studies. It has twelve desks arranged in three tidy rows of four. The desks are bolted to the floor and nothing can be placed inside them.

A globe stands in one corner and a huge American flag hangs limp on one concrete wall. Mr Pelleg's desk stands locked and unattended in front of the blackboard. No one at Area 2501 has the key to it, but there's nothing very interesting inside. Just some lesson plans and some crank political pamphlets

It takes a Strength Check vs. DC 25 to rip one of the children's' desks out of the floor. Each desk is solidly constructed out of metal. Toughness 5, each weighs 120 pounds and does 3 damage if used as a bludgeon. Mr. Pelleg's desk weighs 200 pounds (it's also made of metal) is Toughness 5, takes a Strength Check vs. DC 25 to tear loose from the floor and does 4 damage.

(3AF) Classroom 2
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Purple Card
Security Cameras: Always on, sometimes monitored
Description: Used primarily for teaching math, this room is the lair of the peculiar Miss Wilda Wallencourt. See Page 152 for a full description of this strange and unpopular teacher.

Her classroom is completely nondescript. You wouldn't be able to tell what subject she teaches unless someone told you.

There is nothing on the walls but a blackboard and a teaching award that Mrs. Wallencourt somehow managed to win, years ago. It amazes anyone who sees it—at least if they have met Mrs. Wallencourt. She's so weird that most people wonder how she manages to function at all.

As in Classroom #1, the twelve metal desks are bolted to the floor and they don't open. It takes a Strength Check vs. DC 25 to rip a desk out of the floor. Each desk is Toughness 5, weighs 60 pounds and will do 3 damage if used as a weapon. Mrs. Wallencourt's desk weighs 180 pounds and does 4 damage. Unlocked, it is crammed with the most carefully detailed and organized lesson plans anyone could imagine. Every conceivable detail has been mapped out, charted and graphed, every eventuality has a backup plan. This is the secret of how someone as odd as Wilda Wallencourt is able to function as a teacher.

Each of the children's' desks is Toughness 5, weighs 120 pounds and does 3 damage if used as a bludgeon. It takes a Strength Check vs. DC 25 to tear one out of the floor.

The teacher's desk is Toughness 5, weighs 250 pounds, takes a Strength Check vs. DC 25 to tear loose from the floor and does 4 damage.

(3AG) Classroom 3
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Purple Card
Security Cameras: Always on, sometimes monitored
Description: The science classroom is Vernon Spazzler's domain. You can find out all about the colorful Mr. Spazzler on Page 153. It looks a lot like a High School Chemistry lab. Instead of desks, there are rows of steel counters with sinks and attachments for Bunsen burners. Round barstools are fixed into the floor by each counter. Mr. Spazzler's desk sits at one end of the room. The walls are covered with locked cabinets containing the usual beakers, pipettes and so forth. Although this lab isn't as well equipped as any of the others on this level, a PC Gadgeteer might still be able to use it to manufacture some improvised device. The details are up to the GM.

You can rip the steel counters out of the floor with a Strength Check vs. DC 30 They do 5 damage if used as weapons.

The teacher's desk is Toughness 5, weighs 200 pounds, takes a Strength Check vs. DC 25 to tear loose from the floor and does 4 damage.

This classroom isn't as generously equipped with dangerous objects (glassware, acid, etc.) as the real labs on this floor, but an innovative and determined PC can no doubt find something. Assume improvised weapons made out of broken beakers, flaming sterno cakes, etc. do 1 or 2 damage.

(3AH) Classroom 4
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Purple Card
Security Cameras: Always on, sometimes monitored
Description: Laney McPheeters' classroom is the biggest and friendliest of the four. She teaches art and music. See her description on Page 154. Instead of a traditional classroom with desks, there are yoga mats arranged in a rough circle on the floor. Art supplies are kept in cabinets around the walls. Miss McPheeters hasn't yet been able to get any musical instruments for the kids, so she teaches them

singing instead. Children's' songbooks rest on a shelf, along with many Xeroxed handouts. It's against regulations for any personal images to go up on the wall, but she has gotten around this by putting the kids' drawings on easels around the edges of the room.

There isn't much to hit anybody with in this room. Ms. McPheeters' desk is Toughness 5, weighs 200 pounds, takes a Strength Check vs. DC 25 to tear loose from the floor and does 4 damage. Art supply cabinets weigh 120 pounds or so and do 2 damage. The easels weigh 10 pounds and do +0 damage.

(3AI) Teacher's Lounge
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Purple Card
Security Cameras: Always on, usually monitored
Description: As dismal as any normal teacher's lounge, this small windowless room contains an ugly church table, some mismatched chairs, a coffee machine and a set of cubbyholes for the three teachers in residence to receive their mail. There is a closet for their coats. The facility doesn't have separate offices for the teaching faculty, so they share a desk and a filing cabinet. It reeks of old cigarettes, mediocrity and despair. But then again so does every teacher's lounge, the whole world over.

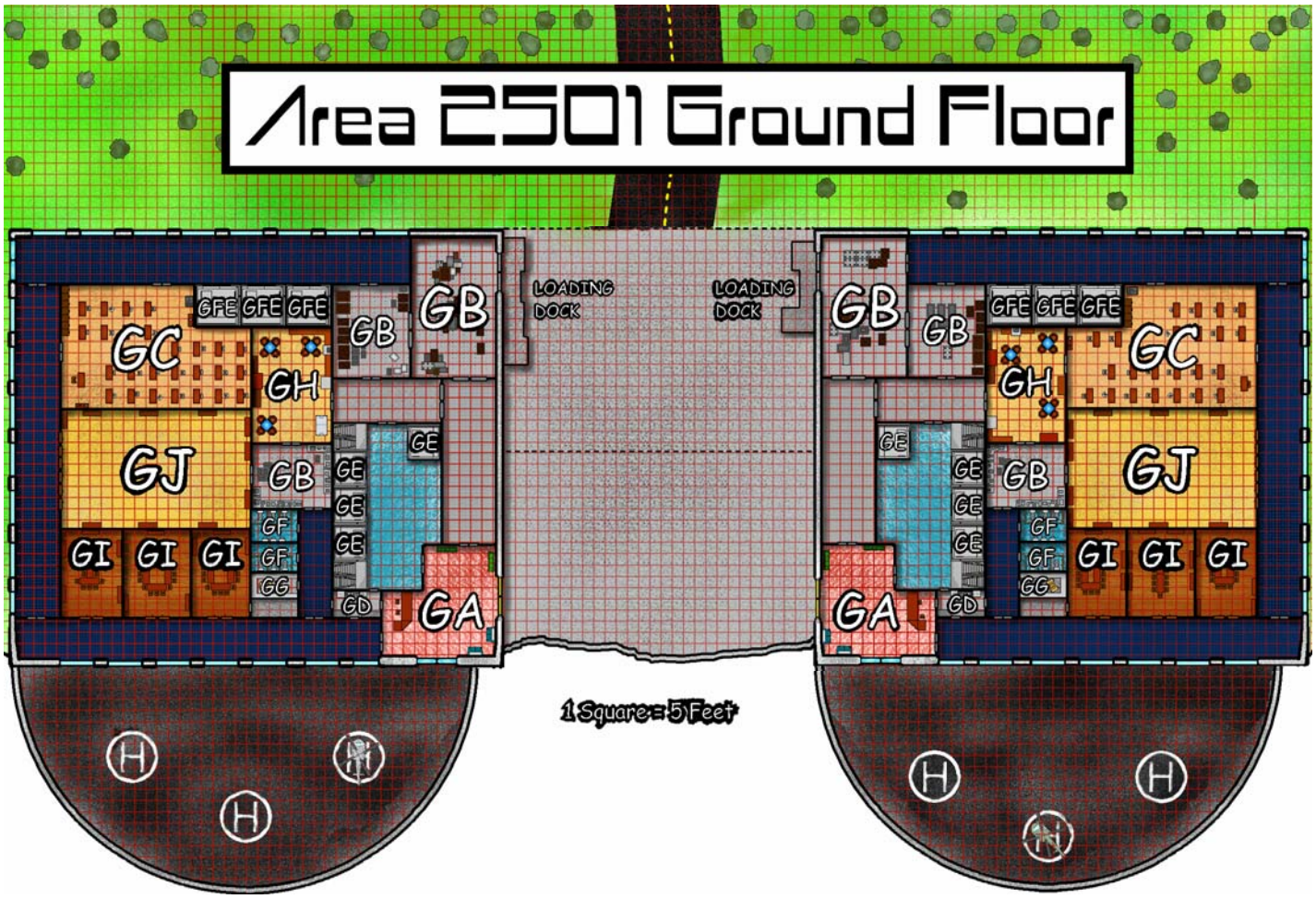
The table weighs 100 pounds and does 3 damage if you wallop somebody with it. The chairs vary in size, but they tend to weigh between 20 and 40 pounds and do either 1 or 2 Damage. There is a single battered old easy chair that weighs 120 pounds and does 3 damage. The coffee also looks fairly lethal, but since no self-respecting PC would drink Teacher's Lounge Coffee we'll leave it's gruesome effects undescribed.

(3AJ) Power-Armored Trooper Quarters
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue Card
Security Cameras: Always on, sometimes monitored
Description: The three power-armor troopers are kept separate from the rest of the guards. They have private rooms and take their meals (for the most part) in their Break Room. Their accommodations are nicer than the rooms assigned to ordinary security personnel.

The beds weigh 180 pounds and do 3 Damage. Straight-backed chairs weigh 40 pounds and do 2 Damage. An easy chair weighs 100 pounds and does 3 Damage. Chests of drawers weigh 80 pounds when empty and do 2 Damage. Wardrobes weigh 120 pounds and do 2 Damage. Writing desks weigh 150 pounds and do 3 Damage. Other items (wastebaskets, night-stands, etc) should weigh between 0 and 80 pounds and do between 0 and 2 Damage.

(3AK) Escape Tunnel 4
Walls: Toughness 20
Ceiling: 8 feet high, Toughness 20
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or any Card
Security Cameras: None
Description: This claustrophobic concrete tunnel is so narrow that Medium-sized characters will have to go down it single file. Brightly lit with fluorescent tubes, it leads about a hundred feet outside the sunken fence (see "The Grounds" on Page 108) and ends in a thirty-foot round shaft with a metal ladder leading up to the surface. There is a trapdoor at the top of the shaft which opens only form the inside. Once you undo the latch, all the lights in the escape tunnel go out—to prevent it from being seen from the outside. Either none of the other three escape tunnels have this feature, or this is the only one where it still works.

The trapdoor opens under a small fake hummock, with a surprisingly lifelike sapling attached to the top. It takes a Notice Roll vs. DC 25 to spot the concealed trapdoor from above and of course it won't open from this side even if you do. The door is Toughness 10, if you decide to force the issue. You can't open it with a Disable Device check-there is no lock to pick.



Map Key

GA: Building Lobby, GB: Storage, GC: Office Bullpens, GD: Security Center, GE: Elevators and Stairwells, GF: Restrooms, GG: Janitorial Closet, GH: Break Room, GI: Conference Room, GJ: Assembly Hall

Ground Level Overview

This is probably where the PCs will enter Area 2501. It looks like a strange combination of a federal office building and a supervillain lair.

Enormously wide halls with industrial blue carpet run around the outside of the building, leaving most of the rooms windowless. The ceilings here are 15 feet high with exposed ductwork visible overhead and most of the rooms have a distressing amount of echo. No pictures are on any of the walls, no houseplants or sculptures rest anywhere. Yet some rooms have expensive marble or hardwood floors, in an odd effort to make the place look, if not convivial, at least impressive

The Grounds

Area 2501 is located in on the verge of a pine forest. The trees aren't very close together here, but they get much denser just a hundred yards to the north. There are mats of pine needles under the trees, but most of the ground is covered with ankle-high grass. You can use the grass for cover with a Stealth check, but to cross the last fifty feet or so unobserved you will either need the feat Hide in plain Sight or some kind of obscuring effect (like the Power

"Obscure" for example). A two-lane blacktop road leads into the courtyard from the north. It's wider than most two-lane roads and always very smooth and well-maintained. It's also grounded on a much more solid road-bed than you would expect and is capable of handling even the largest tractor-trailer trucks. Outside the range of the map. the compound is surrounded on three sides by a sunken fence, at the bottom of a sheer-sided, fifteen-foot deep trench (the technical name for this defensive feature is a "ha-ha" for some reason). The fence itself is thirteen feet high and topped with three strands of superfine monofilament wire which do 1 damage to anything that touches them and 5 damage to any Medium sized creature that is unlucky enough to fall on top of the fence (the PCs may at some point discover a bisected deer carcass lies at the bottom of the trench). The reason for using a submerged fence is that it isn't visible at a distance. This is also why there aren't any "No Trespassing" signs around Area 2501—they don't want anyone to know that anything is up here.

Loading Docks
Walls: Toughness 15
Ceiling: Bridge 30 feet overhead, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code or Blue or Green Card
Security Cameras: Always on, usually monitored
Description: Most of the materials used in Area 2501 come through one of these two loading docks. Each one is a concrete platform raised about three feet off the ground, with a steep ramp at the south end. You can either back a truck up directly to the dock, or you can roll packages up the ramp on a dolly. The wide steel doors are Toughness 10. They have to be open and shut a lot, so the security procedure for opening them isn't as elaborate as it is at some other entrances. A simple three digit code opens the door (they change it every day, but it takes a Disable Device Check vs. a mere DC 15 to hack the lock). The ground floor storage areas are located very close by the loading docks, so that a minimum of materials have to be dragged through the halls.

Blast Doors
Each set of double doors is Toughness 10 and can be opened with a green card, a blue card a yellow card or an orange card. Hacking any of these locks requires a Disable Device Check vs. DC 25.

Helipads
There are no less than six places for helicopters to land on the roof of the third floor. The surface is so heavily reinforced (Toughness 15) that even the very largest military cargo helicopters can land on them. At present, there are two attack helicopters sitting on the pads. Painted light blue to blend in with the sky, neither one has any markings or insignia. Each one has the following stats.

Unmarked Helicopter
Strength: 40
Speed: 7
Defense: 6 (7 if being attacked from below with a clear blue sky above)
Toughness: 11
Size: Gargantuan
Weapons: Machine-Gun (Damage 6; Extra: Autofire), Rocket Launcher (Damage 9; Extra: Explosion)

(GA) Building Lobby
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10 (the doors leading outside to the Helipad are Toughness 8)
To Hack Door Lock: DC 25
Opens With: Numeric Code and any card
Security Cameras: Always on, constantly monitored
Description: In most versions of this scenario, this is the very first room in Area 2501 that the PCs will see. It has a red marble floor, bare concrete walls and a ceiling covered in exposed ductwork. Four uninviting blue couches sit around the walls (each sofa weighs 200 pounds and does 4 Damage) and a set of green bronze planters (500 pounds, each one does 5 damage) flank the door on the north wall. The plants are plastic. A masked guard sits behind a desk. Unlike most federal office buildings, there is no metal detector in either lobby. However, anyone walking through either door is scanned

by a hidden sensor array and the guard behind the desk can see anything they're carrying on his screens. It scans you right down to the bone, and will catch bionic implants as well.

(GB) Storage
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10 (Helipad doors are Toughness 8)
To Hack Door Lock: DC 20
Opens With: Numeric Code and Blue or Green Card
Security Cameras: Always on, constantly monitored
Description: The storage rooms on the ground floor are used to hold everything from food to bullets to office supplies. Virtually all of the base's supplies and equipment come through the two loading docks and pass through the storage areas on the ground floor en route to the rest of the complex. The two large rooms adjacent to the loading dock entrance are used as a kind of staging area or the rest of the building. From here supplies are moved either down to the lower levels by one or another of the secure elevators, or up to the office levels by the freight elevators. These are the only storage areas on the ground floor where you will ever find ammunition, food or medical supplies, since these commodities get taken either down to the lower levels or up to the Nurse's Office on the top floor almost immediately. The other Ground Floor storage areas contain mostly spare furniture and office supplies, with a few boxes of oddball items like computer components or cleaning materials. The crates and boxes stored here are Toughness 5 or less, weigh up to 1,000 pounds and do up to 5 damage if used as weapons. The smallest and flimsiest weigh less than ten pounds, have no Toughness and do effectively no damage.

(GC) Office Bullpens
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue or Green or Orange or Pink Card
Security Cameras: Always on, usually monitored
Description: It takes a lot of administrative workers to run a place as big as Area 2501. These "bullpen" style offices each house thirty or so workers who do everything from keeping the security staff supplied with the right kind of bullets to making sure the cleaning schedule is properly managed to issuing everyone's paycheck. They don't have cubes, just desks to sit at. Unlike in most office settings, there are no decorations on the barren walls and no personal photos or trinkets on anyone's desk—it's forbidden by law. Each desk weighs about 180 pounds and does 3 damage if used as a weapon. The office chairs weigh 40 pounds and do 2 damage. The copy machines at either end of the room weigh 400 pounds and do 4 damage. Various other items of office furniture and equipment do from 0-3 damage (if a PC wants to clobber somebody with a fax machine or a stapler, the GM should improvise).

(GD) Security Center
Walls: Toughness 15
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and Blue Card
Security Cameras: Always on, constantly monitored
Description: The Ground Floor has a relatively small pair of security centers. Each one is big enough for two guards to sit and monitor a bank of video screens. There is a single restraint chair equipped with built-in manacles in case the staff need to temporarily detain anyone. Most detainees would be taken more or less immediately to the Processing and Debriefing Center down on Level 3 (see Page 101) but they haven't actually had one to detain in a long time. The screens in this room monitor the lobby area full-time and the other cameras on the ground floor on a rotating basis. With a Computers Check vs. DC 15, you can set them to view through any security camera in the building except for the ones in secret areas like the basement labs—that takes a Check vs. DC 20. The office chairs that the guards are sitting in weigh 60 pounds and do 2 damage if picked up and used as weapons. It takes a Strength Check vs. DC 25 to tear the restraint chair out of the floor. It weighs just 20 pounds and also does 2 damage. The manacles are Toughness 9.

(GE) Elevators and Stairwell
Walls: Shaft has Toughness 15 walls, Elevator car is Toughness 10
Ceiling: 10 feet high, Toughness 10
Door: Locked, Toughness 8 (Toughness 10 for Secure Elevator)
To Hack Door Lock: DC 15 (DC 20 for Secure Elevator)
Opens With: Numeric Code or Green or Blue or White Card (the Secure Elevator requires a Numeric Code *and* a Green or Blue or White Card)
Security Cameras: Always on, constantly monitored
Description: There are two sets of passenger elevators in each section of the ground-floor. A set of three elevators leads up to the other office floors, while a single ultra-secure elevator leads down to the research floors in the basement. The stairwells run all the way up and all the way down. The office staff normally know only the numeric codes for the floors they work on. It takes a Disable Device check vs. DC 20 to notice that the secure elevator has multiple security systems in place in addition to its security camera (vibration and noise sensors, Damage 6 Electrified Floor). A Disable Device check vs. DC 25 is required to deactivate the electrified floor. There are no such draconian features in the regular elevators—just cameras. The stairwell has a red line painted across the floor where it descends into the basement. A stenciled sign reads "Danger! Shoot-to-Kill Policy Enforced Beyond This Line."

(GFE) Freight Elevators
Walls: Shaft has Toughness 15 walls, Elevator car is Toughness 10
Ceiling: 15 feet high, Toughness 10
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue or Green Card
Security Cameras: Always on, sometimes monitored
Description: Each freight elevator can lift up to two tons of material. They aren't as heavily watched as the other elevators and none of them contain any sadistic anti-personnel security devices (electrified floors, gas projectors, etc.).

(GF) Ground Floor Restrooms
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Orange Card
Security Cameras: Always on, usually monitored
Description: Considerably nicer than the bathroom facilities on the subterranean levels, these facilities have actual stalls—with doors! You can even get used to the security cameras, after a while. It's not hard to break in a bathroom stall door—make a Strength Check vs. DC 10. Tearing the door off takes a Check vs. DC 15. A door weighs 60 pounds and does 2 damage if used as a weapon. Tearing a urinal off a wall or a toilet out of the floor takes a Strength Check vs. DC 20. To rip out a sink requires a Strength Check vs. DC 15. The fixtures are all Toughness 3. If ripped out and used as a weapon, toilets and urinals alike do 3 damage, while sinks do 2.

(GG) Janitorial Closets
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, usually monitored
Description: There is one large janitorial closet in each of the Ground Floor's separate sections. These rooms hold two carts each full of cleaning supplies, with far more on the four layers of shelving that surround the walls. As with the janitorial closets in the basement it might hold materials that a PC could improvise a weapon out of, but it's up to the GM as to how much there is.

(GH) Ground Floor Break Room
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Orange Card

Security Cameras: Always on, usually monitored
Description: Larger and nicer than the break rooms for the security staff, this room features luxuries like matching furniture and a refrigerator. This is where the office workers go to relax and mingle. It contains some tables and chairs (more comfortable and less randomly selected than the ones in the security staff break room). There is a small and largely untouched lending library along one wall. One of the room's two television monitors always seems to be tuned to CNN, while the other one is hooked up to a DVD player and constantly runs old Hollywood blockbusters. There is a sink, a fridge, a dishwasher and a CD jukebox with some sets of earphones. Easy listening and "Adult Contemporary" dominate the selections on the jukebox. The air hockey table in one corner sees frequent use. This is where the research faculty come to unwind on their infrequent breaks. They tend not to get along with the administrative staff, who are in any case more than a little afraid of them, so you don't normally find both researchers and bureaucrats in here at the same time. The chairs in this room weigh 30 pounds and do 1 damage if used as weapons. The tables weigh 180 pounds and do 3 damage. The air hockey table weighs 400 pounds and does 4 damage. The jukebox weighs 250 pounds and does 3 damage. The fridge weighs 200 pounds (it's only a small one) and does 3 damage. There are other items you could use as weapons, too. Assume that the microwave or the water cooler or a TV screen or some other small random object would do 1 damage. Perhaps the big TV would do 2.

(GI) Ground Floor Conference Rooms
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Orange Card
Security Cameras: Always on, usually monitored
Description: An organization as large as Area 2501 needs a lot of meeting space. Unlike a lot of secret research facilities, they are amply supplied with it. This was one of Dr. Clemente's major initiatives, once he grew powerful enough to start making command decisions at Area 2501. He has worked in a lot of secret facilities and was used to hearing his fellow researchers and administrators complain about how long it takes to schedule a meeting room, so he demanded a remodeling, and he got it. His objective was not, of course, to make anyone's life easier—he is totally indifferent to anyone's comfort but his own. He did it purely to demonstrate how influential he had grown.

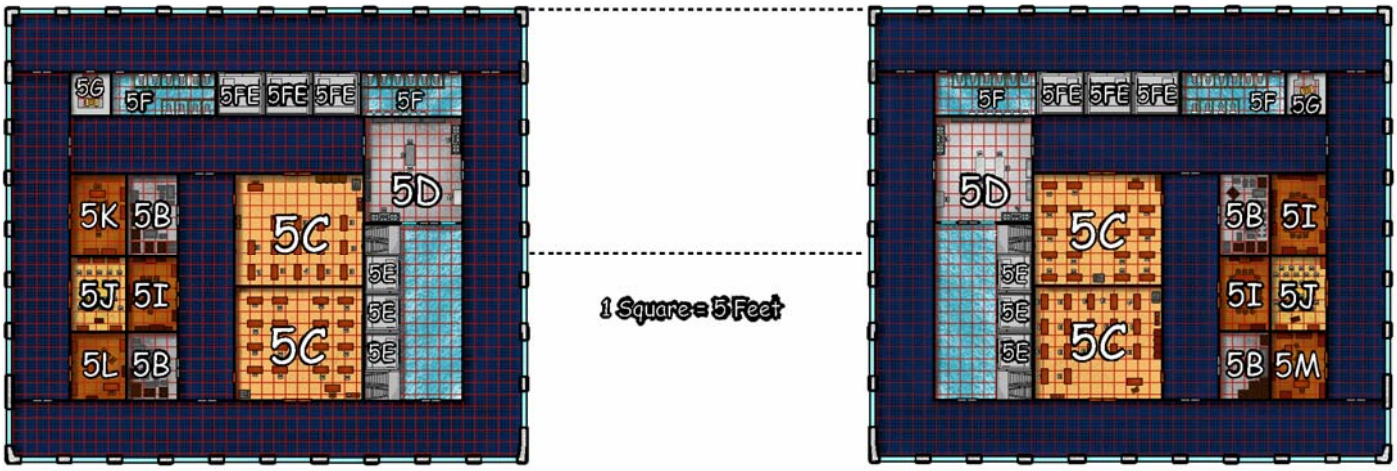
Because a lot of these rooms were created in the course of the remodeling, their décor tends to look more up-to-date than much of the complex, including the old conference rooms down on Level Two. A typical conference room holds one or more big sectional wooden tables, some office chairs, and perhaps a few cabinets. For the GM's convenience, let's assume that the furnishings all have roughly the same physical characteristics. Each table weighs 100 pounds and does 4 damage if picked up and used as a weapon. The chairs weigh 30 pounds and do 2 damage. The cabinets weigh 85 pounds and do 2 damage.

(GJ) Assembly Halls
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or any card but Purple
Security Cameras: Always on, sometimes monitored
Description: There are times when it is necessary to address Area 2501's entire staff at once. For this reason, the ground floor has two Assembly Halls of varying size. The halls are normally kept free of chairs and tables unless a sit-down event is actually in progress. Each one has a new multimedia podium that can be used to display presentations on a screen and a truly gargantuan, floor-to ceiling screen behind the sliding panel that covers the south wall.

The wooden tables around the edges of the room are toughness 3, weigh 60 pounds each and do 2 damage if used as weapons. The podium is toughness 3, weighs 100 pounds and does 3 damage.

BEDLAM IN BEDLAM

Area 2501 Level 5



Map Key

5B: Storage, 5C: Office Bullpens, 5D: Security Center,
5E: Elevators and Stairwells, 5F: Restrooms,
5G: Janitorial Closet, 5I: Conference Room,
5J: Classrooms, 5K: Technical Team-Leader's Office (Civilian),
5L Technical Team-Leader's Office (Military),
5M Office of the Chief of Logistical Support

Level Five Overview
Level Five (most of the office workers call it the "second floor" just to make things confusing) is largely administrative office space with some storage and conference rooms. Two ready-response security teams are stationed here, but overall security is relatively lax since there are no sensitive areas on this floor. You probably won't run into a wandering patrol of guards on this level unless the base is already on high alert.

Blast Doors
Toughness 10, each set of double doors can be opened with a Green Card a Blue Card a Pink Card or an Orange Card (or a Disable Device Check vs. DC 25). Each door also has a numeric code that unlocks it in case of an emergency. The maintenance staff, the office manager and the security officers have access to these codes.

(5B) Storage
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code and Blue or Green Card
Security Cameras: Always on, sometimes monitored
Description: The storage rooms on the second floor are full of office supplies and spare furniture, with a few boxes of additional items like coffee filters and spare components for office machinery. No scientific or medical supplies are ever kept here, nor are ammunition or food.

The crates and boxes stored here are Toughness 3 or less, weigh up to 250 pounds and do up to 3 damage if used as weapons.

The smallest and flimsiest weigh less than ten pounds, have no Toughness and do effectively no damage.

(5C) Level Five Office Bullpen
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue or Green or Orange or Pink Card
Security Cameras: Always on, usually monitored
Description: Like the giant administrative offices on the ground floor, these rooms each hold more than twenty office workers and their desks. There are no cubes or separate spaces for them to work in. The light from the fluorescents overhead is glaring and harsh. There is a copy machine at one end of the room. A fax and a coffee machine stand on a worktable. The ceiling is unfinished, covered with ducts and power conduits and it's nearly fifteen feet high.

To make things simple for the GM, the game stats for the objects found here are the same as in the office bullpens on the other floors. We'll repeat the information here so that you don't have to go hunting for it.

Each desk weighs about 180 pounds and does 3 damage if used as a weapon. The office chairs weigh 40 pounds and do 2 damage. The copy machines weigh 400 pounds and do 4 damage. The worktable weighs 200 pounds and does 3 damage. Various other items of office furniture and equipment do from 0-3 damage. Innovative combat uses and statistics for staplers, paperclips, hitting someone with a ream of copy paper, etc. we leave to the GM.

(5D) Security Center
Walls: Toughness 15. Bulletproof Windows are Toughness 8
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and Blue Card
Security Cameras: Always on, constantly monitored
Description: Much bigger than the Ground Floor Security Center, this office watches over the area in front of the elevators through a set of bulletproof one-way windows. Concealed ports to either side of the windows allow the guards to fire their weapons into the hall with complete cover.

There are two banks of monitors in each of the Security Centers. Each one can be set to display the view through any of the security cameras in the complex. Most rooms require a Computers Check vs. DC 15 to view. There are however super-secure areas (the weapons testing chambers, labs and test subject quarters, for example) that require a Computers Check vs. DC 20.

Office chairs sit around a big metal table in the middle of the room. Along the walls are rows of cabinets full of ammunition, first aid and instant coffee. A metal desk sits on the south wall.

A five man ready-response team waits on call in each room, in addition to the two men assigned to watching the monitors.

Fixed into one wall are five sets of Toughness 9 restraints. Guards can cuff detainees by the wrist, ankle or both. The chains are only six inches long, which makes it pretty uncomfortable to be restrained by all four manacles. Not only can't you sit down, you can't even scratch an itch!

This room doubles as a ready-response center. A five man team of guards waits here at all hours in case of emergency. The two guards manning the monitor banks aren't supposed to leave their posts, but they are just as heavily armed.

The office chairs in this room weigh 60 pounds and do 2 damage if used as weapons. The steel tables weigh 250 pounds and do 4. The metal desks each weigh 200 pounds and do 4 damage.

(5E) Elevators and Stairwell
Walls: Toughness 15 (the elevator car itself is Toughness 10)
Ceiling: 10 feet high, Toughness 10
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or White Card
Security Cameras: Always on, constantly monitored
Description: The six passenger elevators on the upper floors probably don't have any of the

weird security features that the elevators on the basement levels have (motion detectors and electrified floors, for example). Surely Dr. Clemente isn't *that* paranoid, is he? Of course, only the GM knows for sure...

(5FE) Freight Elevators
Walls: Shaft has Toughness 15 walls, Elevator car is Toughness 10
Ceiling: 15 feet high, Toughness 10
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue or Green Card
Security Cameras: Always on, sometimes monitored
Description: Each of these huge freight elevators can lift up to two tons. They aren't as frequently watched as the personnel elevators and none of them contain any anti-personnel booby traps.

(5F) Level Five Restrooms
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Orange Card
Security Cameras: Always on, usually monitored
Description: Like the other restrooms on the upper floors, the facilities here are fairly luxurious. The floor is covered in blue marble and unlike the restrooms on the basement levels, there are actual separate stalls with doors that lock. And because the cameras are better concealed, you can almost forget that someone is watching you every minute you're inside.

A Strength Check vs. DC 10 is required to break into a locked stall. Tearing the door off takes a Check vs. DC 15. A stall door weighs 60 pounds and does 2 damage if used as a weapon.

Tearing a urinal off a wall or a toilet out of the floor takes a Strength Check vs. DC 20. To rip out a sink takes a Strength Check vs. DC 15. The fixtures are all Toughness 3. If ripped out and used as a weapon, toilets and urinals alike do 3 damage, while sinks do 2.

(5G) Level Five Janitorial Closets
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, usually monitored
Description: Each separate section of the second floor has its own janitorial closet. Each one holds two janitors' carts and a host of supplies on the four shelves that run around the walls. If a PC is desperate for a weapon, and they have the training to make one, they could probably improvise a bomb or a container full of caustic liquid from the materials in here. How big a bomb and how many of them is up to the GM. After all, the closet might be running low on supplies at the moment. If the PCs are in trouble when they find the closet, there should be more. If they don't need a boost, there should be less.

The big carts weigh 100 pounds fully loaded and do 2 damage if picked up and used as weapons.

(5I)Level Five Conference Rooms
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Orange Card
Security Cameras: Always on, usually monitored
Description: Each of these rooms hold from 2-4 sectional wooden tables and some office chairs. Cabinets around the edge of the room can be used to hold or display materials for the meeting. The Conference rooms on this level can each host meetings of up to twenty or so staff members. For really big meetings, they use the giant auditoriums on the floors above.

Each sectional table weighs 100 pounds and does 4 damage if picked up and used as a weapon. The chairs weigh 30 pounds and do 2 damage. The cabinets weigh 85 pounds and do 2 damage. All the wooden furnishings are Toughness 3 (which might become important if someone takes cover behind one during a firefight).

(5J) Classrooms
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or White Card
Security Cameras: Always on, sometimes monitored
Description: The staff at Area 2501 sometimes require additional training, particularly when new federal regulations come down from the Office of Personal Management in DC. These two classrooms are used for most of the training sessions. The research faculty also use them to teach a few night courses for Continuing Education Credit to guards and administrative staff alike. Each room contains some rows of chairs, a lectern and a blackboard. The lectern has a built-in projector, which you can hook up to a laptop to project displays on the wall, if the blackboard is a little too old-school for your teaching style.

The chairs each weigh 30 pounds and do 1 damage if used as weapons. The lectern is Toughness 4, weighs 100 pounds and does 2 damage.

(5K) Technical Team-Leader's Office (Civilian)
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Usually unlocked during business hours, Toughness 8
To Hack Door Lock: DC 20
Opens With: Numeric Code and Blue or Pink Card
Security Cameras: Always on, sometimes monitored
Description: In addition to the research faculty, Area 2501 keeps a number of IT staffers on hand. Some work on the upstairs network—the boring administrative system that the clerical workers on the upper floors use. Others get to work on the big clunky old servers downstairs, where the secret data is stored. They aren't allotted as much space as the research faculty and their offices don't have windows, but the accommodations are still pretty good, compared to most government posts. There is a certain amount of tension between the civilian computer specialists (most of whom are on loan from the Federal Office of Personnel Management) and the scientific computer techs (most of whom are jarhead engineers on loan from the Navy).

This office is occupied by Marvin Slump, who heads the civilian Technical Services team. He's a brilliant computer engineer and an odd, eccentric, awkward guy. His office is a total disorganized mess and he looks like one himself. Hugely overweight, with rabbit-like teeth and thick glasses for farsightedness that make his eyes look huge and strange, he has a long white beard and ponytail that make people mistake him for a hippie. He isn't, although he smokes a lot of pot—in fact he's pretty conservative, politically. That doesn't stop the military technical services team from heckling him about being a commie, deepening the rift between the two departments.

Dr. Slump isn't in his office when the PCs raid the building---he's "out sick" playing Everquest and smoking weed for another 36 hour block. If you can pick your way through the disorderly heap that is his office (Search Check vs. DC 15) , you can find enough data on the administrative computer network to give yourself a +4 bonus to any attempt to hack it. His desktop computer doesn't have any special access to the network. His desk weighs 200 pounds, crammed full of papers, junk and half-eaten lunches as it is. It does 4 damage if you pick it up and hit somebody with it. His swivel chair weighs 40 pounds and does 2 damage if it is used as a weapon. There is a desk in the room for his assistant, but he can never seem to keep them and presently does without one. The smaller desk is also buried deep in piles of paper (his mess has expanded to cover it). It weighs 150 pounds and does 3 damage. The chair behind the desk weighs 40 pounds and does 2 damage if you take the heaps of papers off it, pick it up and swing it like a bat.

(5L) Technical Team-Leader's Office (Military)
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 20
Opens With: Numeric Code and Yellow Card
Security Cameras: Always on, sometimes monitored

Description: Rigidly neat and tidy, this office belongs to Steve Brick, head of the military technical services division. A jarhead engineer from the Navy, he despises Marvin Slump, the head of the civilian team, as a slacker and a subversive whose type gives computer engineers a bad name. He encourages his men to give Slump and his team a hard time and they obey with zeal.

A tense, driven man, Brick spends most of his time with his team in the basement and seldom uses his office for anything but paperwork. He's much too careful to leave compromising information about the base's secure network out lying around where anyone could see it. Instead that stuff is all locked in his desk (Disable Device Check vs. DC 15 to pick the lock—or just smash it open). A Search Check vs. DC 15 will give you enough passwords and other data to give yourself a +4 bonus on any attempt to hack the network.

The desk itself is Toughness 4, weighs 180 pounds and does 4 damage if used as a weapon. The smaller desk for Brick's assistant weighs 150 pounds and does 3 Damage. All of the office chairs weigh 40 pounds and do 2 damage. The filing cabinets and bookshelves are all Toughness 3, weigh between 80 and 150 pounds and do either 2 or 3 damage.

(5M) Office of the Chief of Logistical Support
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Usually unlocked, Toughness 8
To Hack Door Lock: DC 20
Opens With: Numeric Code and Orange Card
Security Cameras: Always on, sometimes monitored
Description: It takes a lot of work to coordinate all the supplies that a base this size needs to go on functioning. All of Area 2501's requisition orders for food, ammunition, light bulbs and everything else ultimately come through the office of Logistical Support. The Chief of Logistical Support is Major Douglas Catchpole Speight (he's not security staff, so he has a name instead of a call sign). Speight is a notoriously tough military administrative officer for the Army, who was called in to whip Area 2501's relatively lax office into shape. He's a scarier guy than the head of Security and a whole lot braver. See his description on Page 147.

Extremely trim and tidy for such a high-volume office, there are two desks, some chairs, filing cabinets, a fax and all the other usual office equipment, all of it rigorously clean and well-organized.

Major Speight's files are a little too well organized, in fact. Any PC who rummages through them can find compromising information on Dr. Clemente's work with a Knowledge (Civics) Check vs. DC 15. The files are exclusively concerned with requisitioning materials, but some of the information is still damning. Why, for example, would Dr. Clemente need to requisition twelve sets of kids' pajamas in various sizes? Or Barbie dolls? Or ampoules of Morphine and Sodium Pentothal in doses designed for children?

Unfortunately, the redoubtable Major Speight spends most hours of the day and night in his office and he'll defend his files to the death. His assistant is an Army Administrator who has spent his whole career in awe of the legendary Major Speight and will gladly lay down his life defending him or the integrity of his administrative procedures.

Speight's desk is Toughness 4, weighs 180 pounds and does 4 damage if used as a weapon. His assistant's desk weighs 150 pounds and does 3 Damage. The office chairs weigh 40 pounds and do 2 damage. The filing cabinets and bookshelves are all Toughness 4, weigh between 80 and 150 pounds and do 2 or 3 damage.

Area 2501 Level 6

Map Key

6B: Storage, 6C: Office Bullpens, 6D: Security Center, 6E: Elevators and Stairwells, 6F: Restrooms, 6G: Janitorial Closet, 6I: Conference Room, 6J: Faculty Offices, 6K: Dr. Vulna Slankard's Office, 6M: Technical Services Offices, 6N: Technical Services Lounge, 6o: Server Room, 6P: Office Manager's Office, 6Q: Mail Room, 6R: Little Auditoriums, 6S: Big Auditoriums, 6T: Auditorium Storage Closets

Level Six Overview
The research faculty keep their offices on this floor. It's also where the servers for the administrative network are housed. There are some administrative offices and conference rooms, too as well as some gigantic auditoriums intended for large gatherings. It feels like a mixture of a federal office building and a secret bunker. There are a lot of bare concrete walls and ceilings, but the researchers' offices and most of the conference rooms have hardwood floors and faux wooden paneling. As on the lower levels, there are absolutely no pictures or other decorations. The administrative workers keep their heads down and speak in hushed voices.

(6B) Storage
Walls: (Outer) Toughness 15 (Inner) Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code and Blue or Green Card
Security Cameras: Always on, sometimes monitored
Description: The storage rooms on the third floor hold boxes and crates full of office supplies, spare printer cartridges, paper and so forth. They also hold computer components and spare parts for the machinery in the mail room, since both mail and Technical Services are located on this floor.

The crates and boxes stored here are all Toughness 3 or less, weigh up to 250 pounds and do up to 3 damage if used as weapons. The smallest and flimsiest weigh less than ten pounds, have no Toughness and do effectively no damage.

(6C) Level Six Office Bullpen
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue or Green or Orange or Pink Card
Security Cameras: Always on, usually monitored
Description: Like the offices on the lower levels, these rooms each hold a large number of administrative workers and their desks. A "bullpen" setting, the desks sit out in the middle of the room with now walls or partitions around them. The unfinished ceiling is nearly fifteen feet high and the room has a loud echo.

The game stats for the objects found here are the same as in the office bullpens on the other floors. Each desk weighs about 180 pounds and does 3 damage if used as a weapon. The office chairs weigh 40 pounds and do 2 damage. The copy machines weigh 400 pounds and do 4 damage. The worktable weighs 200 pounds and does 3 damage. Various other items of office furniture and equipment do from 0-3 damage.

(6D) Security Center
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and Blue Card
Security Cameras: Always on, constantly monitored
Description: There are two banks of security monitors here. Each one will show you the view through any security camera in the complex with a Computers Check vs. DC 15, except in the really secret areas (the test subjects' rooms, for example, and the labs). To access a secure area, make a Computers Check vs. DC 20.

Grey office chairs sit around a big metal table in the middle of the room. Another table rests against a wall. There is a coffee machine and a fax on top of it. There is a desk to process paperwork.

A five man ready-response team waits on call in each room, in addition to the two men assigned to watching the monitors.

On each side of the door are three sets of Toughness 9 wall-mounted restraints—both hand and leg cuffs. Prisoners restrained by the cuffs have to stand. The cuffs have six-inch chains, which allow little freedom of mobility.

The chairs weigh 60 pounds and do 2 damage if used as weapons. The tables weigh 250 pounds and do 4 damage. The metal desks are Toughness 6, weigh 200 pounds and also do 4 damage.

(6E) Elevators and Stairwells
Walls: Toughness 15 (the elevator car itself is Toughness 10)
Ceiling: 10 feet high, Toughness 10
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or White Card
Security Cameras: Always on, constantly monitored
Description: The elevators on the upper floors (probably) don't have any oddball security features like electrified floors or gas projectors. However, they are heavily monitored. Unless the PCs are in disguise or make a Disable Device Check vs. DC 15 and deactivate the camera, they will get noticed here pretty quickly. The stairwells on the upper floors lead all the way down to level one, and they have only the same relatively light security features as the elevators. This is a serious flaw in the facility's supposedly airtight security.

(6FE) Freight Elevators
Walls: Shaft has Toughness 15 walls, Elevator car is Toughness 10
Ceiling: 15 feet high, Toughness 10
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue or Green Card
Security Cameras: Always on, sometimes monitored
Description: Each freight elevator can lift up to two tons. The security team watching the cameras doesn't pay very much attention to them. There are no anti-personnel devices in here, because they would in all likelihood get broken from all the rough treatment these elevators take.

(6F) Level Six Restrooms
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or any card but Purple
Security Cameras: Always on, sometimes monitored
Description: Much nicer than the bathrooms on the basement levels, these restrooms have actual stalls and although every part of the room is under constant video surveillance, at the least the cameras are concealed.

A Strength Check vs. DC 10 is sufficient to break into a locked stall. Tearing the door off takes a Check vs. DC 15. A stall door weighs 60 pounds and does 2 damage if used as a weapon.

Tearing a urinal off a wall requires a Strength Check vs. DC 20. To rip out a sink takes a Strength Check vs. DC 15. The fixtures are all Toughness 3. If ripped out and used as a weapon, toilets and urinals alike do 3 damage, while sinks do 2.

(6G) Janitorial Closets
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, sometimes monitored
Description: There are two janitorial closets on the third floor, one on each side of the building. Both of them are fairly large—big enough to hold two janitorial carts and enough spare supplies to last for days. The janitorial carts weigh 100 pounds and do 2 damage if picked up and flung at a foe.

As with the closets on the lower levels, there might or might not be enough ammonia, bleach or other toxic substances for a PC to improvise some kind of weapon or bomb out of. If a PC wants to do this, the GM should probably reward them for their ingenuity and let them make at least one improvised weapon. Don't give them an unlimited supply, and base how much damage the weapon does on how badly they need one. PCs who are in trouble need more firepower than those who aren't.

(6H) Technical Services Lounges
Walls: (Outer) Toughness 15 (Inner) Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Pink Card
Security Cameras: Always on, sometimes monitored
Description: The technical services staff gets worked pretty hard, particularly the IT staff, so they don't get to take a lot of breaks. When they do get some free time, they can come to one or the other of these grim little concrete rooms. Spartan and bare, each one has a kitchenette, a small refrigerator, a small TV set (usually hooked up to somebody's X-Box) a table and some uncomfortable chairs. They also have an unthinkable luxury—windows! Actual (Toughness 8) reinforced glass windows from which you can see the forest. They don't open, but you can see out of them just fine.

There are rumors circulating around the base that the tech guys have windows and all kinds of other incredible luxuries in their break rooms, which they barely even use. This causes jealous resentment, and deepens the gap between them and the rest of the staff. To make matters worse, the military tech staff often try to sneak down to the Ground Floor break room and use the air hockey table, even though they're not supposed to.

(6I) Level Six Conference Rooms
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or any card but Purple
Security Cameras: Always on, sometimes monitored
Description: Suitable for smaller meetings, these rooms each contain some sectional cherrywood tables, some storage cabinets and enough chairs for 20 or so people.

Each sectional table weighs 100 pounds and does 4 damage if picked up and used as a

weapon. The chairs weigh 30 pounds and do 2 damage. The cabinets weigh 85 pounds and do 2 damage. The wooden furniture is all Toughness 3.

(6J) Faculty Offices
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 20
Opens With: Numeric Code or Blue or White Card
Security Cameras: Always on, sometimes monitored
Description: Dr. Clemente's researchers all have private offices. It's really inconvenient to have them located up here, far away from the labs where they work, but Dr. Clemente doesn't care. He wants his own office to be located on the uppermost floor (for reasons of status) and he wants his researchers close at hand, where he can keep an eye on them. Not on the same level of course (that would imply too much equality) but nearby.

Each of these offices contains a desk, a filing cabinet, a chair or two and as many bookshelves as the occupant can fit. They are either cluttered of tidy, depending on the individual researcher's habits.

Compared to most scientific research facilities, the furnishings are very nice and comfortable. The desks and bookshelves are made of real wood, the chairs are deep and soft.

The standard-issue desk is Toughness 3, weighs 200 pounds and does 3 damage if used as a weapon. The chairs weigh 60 pounds and do 2 damage. The bookshelves weigh 200 pounds and do 3 damage. Filing cabinets weigh about 150 pounds and do 3 damage.

(6K) Dr. Vulna Slankard's Office
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 20
Opens With: Numeric Code or Blue or White Card
Security Cameras: Always on, seldom monitored
Description: This office belongs to the head of Dr. Clemente's medical research team. You can find a description of her on Page 150. This is where she can be found whenever she is not engaged in active research or making her rounds. The office is a mess, not unlike Dr. Slankard herself. Every surface is buried in papers and plates of half-eaten food. She claims to know exactly where to find everything in the towering plies of junk, but it's a lie. The moment she is asked to find any one particular item she will start frantically digging through the rubbish, whimpering and wheezing and possibly bursting into tears.

Dr. Slankard frequently complains that her office is slightly smaller than everyone else's, and that this is what causes all the clutter. By now everyone on her team knows her well enough to quietly roll their eyes at this once her back is turned.

Dr. Slankard's desk is crammed with papers and weighs 550 pounds (it would weigh 250 if empty). It does 5 damage if it is picked up and used as a weapon. Her specially designed orthopedic chair weighs 60 pounds and does 3 damage if wielded like a bludgeon.

She has an unloaded handgun stored in one cluttered desk drawer, and some ammunition for it on one of her overflowing bookshelves. If it were loaded (she's never even taken it out of the box it came in) the gun would do 3 damage.

(6M) Technical Services Offices 1 and 2
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Pink or Yellow Card
Security Cameras: Always on, usually monitored
Description: There two offices hold Area 2501's eight technical support staff. These are the folks the civilian administrative staff come to when they need tech support, and who keep the office computer network running. There is a completely separate team of military techs who service the separate (and secret) network that the scientific and security staff uses. There is a lot of unfriendly rivalry between the civilian and the military technical staff—bad enough that neither group wants to use the break rooms they share for fear of running into each other Not that there's much time for breaks anyway.

With eight support staff for this many administrative workers their days are very full.

There are five desks in Office #1 and four in #2. Shelves and cabinets hold spare parts and tools. It looks disorganized, and it is. A PC gadgeteer might well be able to make something out of the materials here, although of course that's up to the GM. The techs' workstations don't have any special network privileges. To get special access, you have to go to the terminals in the server room.

Five techs work in office 1, three techs work in office #2. The fourth desk in Office 2 is currently vacant, but used to belong to the base's one and only technical writer, who was the single most overworked man at Area 2501, until he shot himself a month ago.

The desks are Toughness 4, weighs 200 pounds and do 4 Damage if used as a weapon. The chairs weigh 40 pounds and do 2 damage. The shelves weigh 200 pounds and do 3 damage. Filing cabinets weigh about 150 pounds and do 3 damage.

(6o) Server Room
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 25
Opens With: Numeric Code and Pink Card
Security Cameras: Always on, sometimes monitored
Description: Kept scrupulously clean, this room houses the server for most of Area 2501's administrative functions. It isn't connected in any way to the computer network that runs Area 2501's secret scientific functions. Unlike the giant old mainframe servers in the basement, these are the same kind of machines you would find in any office and they run Microsoft Windows. There is a backup system along one wall, and rows of backup tapes on a set of shelves.

A desk with a terminal and keyboard on top gives the System Administrator access to the network. From here it takes a Computers Check vs. DC 15 to find out information on the complex (but no information about the scientific research being performed here can be found anywhere on this network). In one corner is the locked cabinet that houses the secondary, classified system that the in-house CIA administrative team uses. (see the description of this separate unit within Area 2501 on Page 125). Smaller and older, this server runs a modified version of UNIX and is much harder to crack (it requires a Computers Check vs. DC 25 for a hacker to get anything useful out of this system).

The desk weighs 150 pounds and does 3 damage if you pick it up and clobber someone with it. The chair weighs 40 pounds and does 2 damage.

(6Q) Mail Room
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Usually unlocked during business hours, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code and Orange Card
Security Cameras: Always on, sometimes monitored
Description: The mail room is big but not big enough for an office building this size. The Chief Mail Officer and his two assistants are constantly scrambling to get all their work done. The fact that some of the offices run on separate administrative tracks with their own separate mail, codes makes it that much more difficult. The room holds a large work table, a desk, a gigantic mail processing machine, a lot of tube of mail for processing and a row of cubbyholes for the different departments. Shelves full of materials line the walls.

The desk is Toughness 3, weighs 180 pounds and does 3 damage if used as a weapon. The chairs weigh 60 pounds and do 2 damage. The shelves and cabinets weigh 150 pounds and do 3 damage. The work table is Toughness 4, weighs 175 pounds and does 3 damage. The giant mailing machine would be much worse to get clobbered with. It weighs 650 pounds and does 5 damage. It's Toughness 6, but it's much easier to wreck the delicate machinery inside than it is to smash the machine to pieces. If it takes any damage, there is a 2/3 chance that it stops working.

(6R) Little Auditoriums
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or any card but purple
Security Cameras: Always on, sometimes monitored
Description: These auditoriums are built to accommodate more than a hundred people at a time. There is a podium at one end, equipped with all the latest audiovisual gadgets. The auditoriums don't normally hold any chairs unless they've been specially brought in for some event.

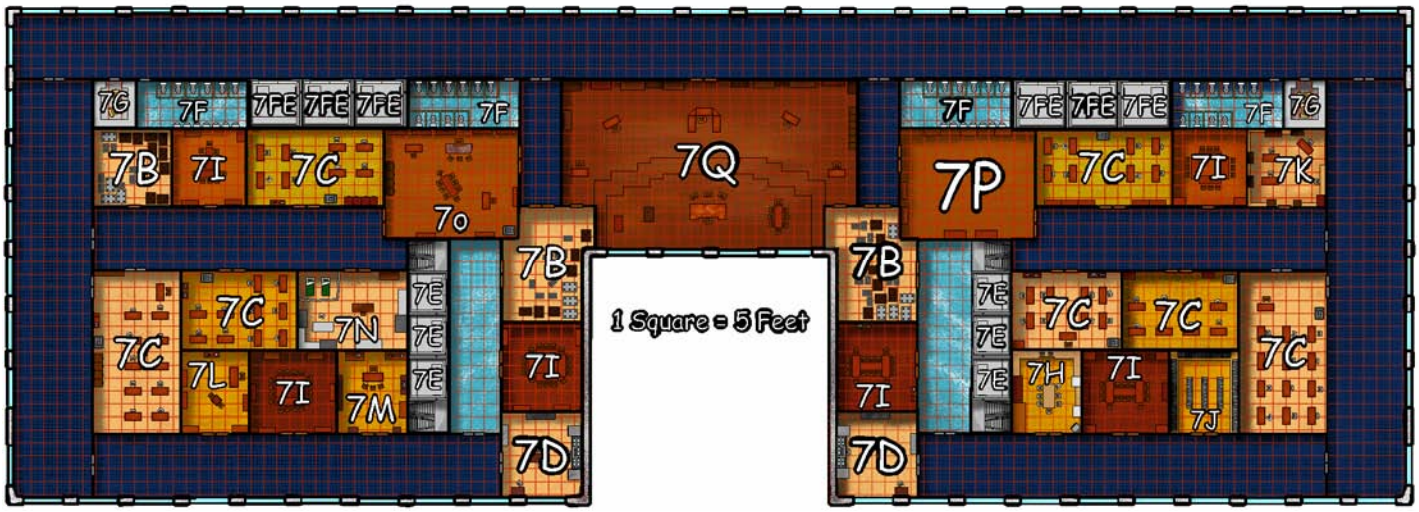
The wooden tables around the edges of the room are toughness 3, weigh 60 pounds each and do 2 damage if used as weapons. The podium is toughness 3, weighs 100 pounds and does 3 damage.

(6S) Big Auditoriums
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or any card but Purple
Security Cameras: Always on, sometimes monitored
Description: Used mostly for the annual office party, or the occasional big announcement that the whole administrative staff need to hear. They also see use when Pentagon brass need to come watch a presentation on some new weapon system or research breakthrough. These two rooms are built to impress. Each one is gigantic and covered with expensive hardwood flooring. Cherry wood tables stand around the walls. There are aren't normally any chairs, but sometimes they bring them in for special events. A stage with a podium stands at one end of each room and it's fully equipped with microphones and audiovisual hookups. Spare mike stands, audiovisual equipment and so forth is stored beneath the stage—there is a tastefully concealed door on the north side of each one. PCs looking for a place to hide might note that even though the space under the stage is dark, full of equipment and only four feet high, it's one of the very few places in the base that isn't monitored by security cameras and the door is never locked.

The wooden sideboards scattered around the edges of the room are each toughness 3, weigh 60 pounds and do 2 damage if used as weapons. The podium is toughness 3, weighs 100 pounds and does 3 damage. The stage is Toughness 4 and can hold roughly 15,000 pounds of weight before it starts taking damage.

(6T) Auditorium Storage Closets
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: Does not lock
Security Cameras: Always on, sometimes monitored
Description: These closets are used to store materials for events in the big auditoriums next door. They might hold food from a caterer or extra chairs to be placed on the stage or copies of documents to be distributed. They are really meant as a temporary staging area to keep materials out of the way in the hours immediately before an even, not for long-terms storage. There aren't any events planned at the moment, so both closets are empty. Four layers of shelving run all the way around the walls. The highest is more than six feet up and most people require a stepstool to get things down from them.

Area 2501 Level 7



Map Key

7B: Storage, 7C: Office Bullpens, 7D: Security Center,
7E: Elevators and Stairwells, 7F: Restrooms, 7G: Janitorial Closet,
7H: Janitorial Staff Break Room, 7I: Conference Room,
7J: Administrative Server Tape Backup Room, 7K: Office Manager's Office,
7L: Mr. Bryce's Office, 7M: Mr. Trowbridge's Office, 7N: Nurse's Office,
7o: Dr. Clemente's Office, 7P: Auditorium, 7Q: Executive Officer's Office

Level Seven Overview
The top level of Area 2501 contains more administrative offices, conference rooms and storage. It's also where the nurse's office is located.

Dr. Clemente's huge personal office is up here as well, should the PCs be interested in confronting him. So is the deserted office of the base's commander, Executive Officer Lambert Woody, who vanished under mysterious circumstances months ago, and has yet to be replaced.

Level Seven has the same high ceilings and grim, utilitarian look as the lower floors. It's completely devoid of decorations (except in Dr. Clemente's office) but some of the rooms have expensive hardwood floors. The bathrooms have marble and brass fittings. Clearly these rooms were built to impress and intimidate visitors.

(7B) Level Seven Storage
Walls: Toughness 10 (Outer walls are 15, if the storage room has an outer wall)
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code and Green or Blue Card

Security Cameras: Always on, sometimes monitored
Description: For the most part, the storage rooms on the top floor contain office equipment and supplies, with a few boxes of cleaning materials and other items mixed in. They do not contain ammunition, food or medical supplies of any kind.

The crates and boxes are all Toughness 3 or less, weigh up to 250 pounds and do up to 3 damage if used as weapons. The smallest and flimsiest weigh less than ten pounds, have no Toughness and do effectively no damage.

(7C) Level Seven Office Bullpens
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue or Green or Orange or Pink Card
Security Cameras: Always on, sometimes monitored
Description: Much like the Administrative sections on the other above-ground floors, these enormous rooms are filled with desks and busy office workers.

Not all of the administrative workers on this floor actually work for Area 2501 itself. Some of them are assigned to a secret CIA program that funds assassinations overseas and they are in charge of processing payroll and insurance forms for assassins. They have a completely separate computer network from the rest of the office workers, but you would never know that they weren't part of the same outfit by looking at them. If for some reason a PC finds themselves up here and the GM would like to leak information about CIA death squads for the PCs to use in some later adventure, let them stumble over some suggestive papers on a worker's desk.

Just as in the bullpens on the ground floor, all the desks here weigh 180 pounds and do 3 damage if used as weapons. The office chairs weigh 40 pounds and do 2 damage. The copy machines weigh 400 pounds and do 4 damage. The worktable weighs 200 pounds and does 3 damage. Other pieces of office furniture and equipment do from 0-3 damage

(7D) Security Center
Walls: Toughness 15 (Inner walls are Toughness 10, windows are Toughness 8)
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and Blue Card
Security Cameras: Always on, constantly monitored
Description: Both of the Security Centers on the top floor have nasty looking old linoleum tile and bare concrete ceilings with exposed ductwork. They also have an all-but unthinkable luxury—windows!

Each center holds consoles of monitor screens that you can use to view through any security camera in a non-secure area with a Computers Check vs. DC 15. If you make a Check vs. DC 20, you can activate the cameras in the secure areas (like the secret labs and the weapons testing chambers) as well. There is also a wooden desk and a long metal cabinet in each room.

The chairs in front of the monitor screens weigh 60 pounds and do 2 damage if used as weapons. The desk weighs 150 pounds and does 3 damage if you hit someone with it. The cabinets are toughness 7 and weigh 250 pounds. They are full of equipment like ammunition, coffee packets and first aid supplies.

Along one wall are three sets of restraints to hold prisoners—manacles and handcuffs attached directly to the wall. They are all Toughness 9 and restrain standing prisoners so tightly that they can't move their limbs more than six inches.

Not as heavily staffed as the centers on the second and third floors, each room normally holds a team of three men. One to watch the cameras and two to respond to emergencies. All three are fully armed. There could of course be other guards patrolling around on the third floor, particularly if the base is in a state of heightened alert.

(7E) Elevators and Stairwell
Walls: Toughness 15 (the elevator car itself is Toughness 10)
Ceiling: 10 feet high, Toughness 10
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or White Card
Security Cameras: Always on, constantly monitored
Description: The stairs come to an end on the top floor. Access to the roof is through a locked trapdoor (which takes a Blue Card *and* a Numeric Code or a Disable Device Check vs. DC 20 to open) at the top of a ten-foot metal ladder.

(7FE) Freight Elevators
Walls: Shaft has Toughness 15 walls, Elevator car is Toughness 10
Ceiling: 15 feet high, Toughness 10
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Blue or Green Card
Security Cameras: Always on, sometimes monitored
Description: Each of these gigantic freight elevators can lift up to two tons of material. They aren't as heavily watched as the personnel elevators and none of them contain any weird anti-personnel booby traps.

(7F) Restrooms
Walls: Toughness 10 (Outer walls are 15, if the storage room has an outer wall)
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue or Orange or White Card
Security Cameras: Always on, sometimes monitored
Description: The bathrooms on the top floor have marble floors and brass fittings, suitable for any high officials who might pay a visit to Area 2501. The men's room on the west (left) side of the building is unusual. This is the bathroom that Dr. Clemente uses. He spends quite a bit of time in there and he values his bathroom privacy, so the security staff normally keep the cameras in this room switched off.

A Strength Check vs. DC 10 is sufficient to break into a locked stall. Tearing the door off takes a Check vs. DC 15. A stall door weighs 60 pounds and does 2 damage if used as a weapon.

To rip a urinal off a wall or yank a toilet out of the floor, make a Strength Check vs. DC 20. Tearing out a sink requires a Strength Check vs. DC 15. The fixtures are all Toughness 3. If ripped out and used as a weapon, toilets and urinals alike do 3 damage. Sinks do 2 damage.

(7G) Janitorial Closets
Walls: Toughness 10 (Outer walls are 15, if the storage room has an outer wall)
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue Card
Security Cameras: Always on, sometimes monitored
Description: There are two janitorial closets on the top floor. Either one may or may not be locked, at the GM's whim. Each one holds either one or two carts full of cleaning materials, with additional supplies filling the shelves around the walls. PCs whose players have read "the Anarchist's Cookbook" too many times may start salivating when they see all the bleach, ammonia and caustic chemicals sitting unguarded on the shelves. If they would lie to use the cleaning products to make a bomb or some sort of throwing weapon full of caustic fluid, let them. How much they can make, and how effective any such improvised weapon might be is up to the GM. If the PCs are beleaguered and badly in need of a lucky break, be kind.

The big janitorial carts weigh 100 pounds when full of supplies and do 2 damage if picked up and used as weapons.

(7H) Janitorial Staff Break Room
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue Card

Security Cameras: Always on, sometimes monitored
Description: The janitorial staff have the smallest, shabbiest break room of any department at Area 2501. They have a tiny kitchenette with a very old microwave oven, a sink that is often stopped up, a scarred-up old table, a few chairs and not much else. They have a dishwasher, but it doesn't work (-1 penalty to Medical Checks made using this kit). The first aid kit is missing some components. The grainy, dim old TV set is usually turned to one or another Spanish language channel. It's actually against regulations for the cleaning staff to speak Spanish on the job or to watch or listen to Spanish language broadcasts, but these rules are difficult to enforce.

The table weighs 100 pounds and does 3 damage if you pick it up and use it as a weapon. The chairs weigh 30 pounds and do either 2 Damage. The broken dishwasher weighs 120 pounds and does 3 damage.

(7I) Level Seven Conference Rooms

Walls: Toughness 10 (Outer walls are 15, if this conference room has an outer wall)
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or any card but Purple
Security Cameras: Always on, sometimes monitored
Description: For really big meetings the staff can use the giant auditoriums on the sixth floor. For smaller groups, these rooms are more convenient. Each one holds 2-4 sectional tables made of heavy red wood, some wooden cabinets around the walls and about twenty chairs.

Each sectional table weighs 100 pounds and does 4 damage if used as a weapon. The chairs weigh 30 pounds and do 2 damage. The cabinets weigh 85 pounds and do 2 damage. All the wooden furnishings are Toughness 3.

(7J) Administrative Server Tape Backup Room

Walls: Toughness 15
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and Pink Card
Security Cameras: Always on, constantly monitored
Description: This room is filled with racks of backup tapes for the base's administrative computer network. It isn't guarded as closely as the server tape backup room down on Level 2, since the data housed here isn't nearly as sensitive. If somebody were to steal one of the tapes and upload the data to their own server, there is only a 1/20 chance that it would contain anything of interest about Area 2501, buried in the endless lists of paper-clip requisitions and schedules for performance evaluations, etc.

The metal racks weigh 150 pounds each when empty. Toughness 6, they do 3 Damage. If they are covered with tapes, on the other hand, they each weigh 750 pounds and do 5 Damage. The tapes themselves don't make very good weapons. Each one does 1 Damage if you hit somebody with the canister.

(7K) Office Manager's Office

Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Usually unlocked during business hours, Toughness 8
To Hack Door Lock: DC 15 (if locked)
Opens With: Numeric Code and Orange Card
Security Cameras: Always on, usually monitored
Description: The overworked and perpetually stressed-out office manager for the upper floors works here, along with his assistant. It's a daunting job, keeping track of every last paper clip and fax machine for an office building this size, coordinating everything out of half a dozen secret budgets that don't overlap and that you don't have the security clearance to read.

The room itself contains two desks, a worktable and some chairs. Shelves and cabinets full of office supplies cover the walls. There is a set of ledgers that everyone is supposed to use to sign out whatever materials they are taking but no one understands the system so few people bother to do it.

It would be impossible to catalog the game stats of every last object in this crowded room, so we'll stick to the ones that PCs are likely to pick up and try hitting things with.

The manager's desk is Toughness 3, weighs 200 pounds and does 3 Damage if used

as a weapon. The assistant's desk is smaller, weighs 150 pounds and also does 3 Damage. The chairs weigh 40 pounds and do 2 Damage. The worktable weighs 80 pounds and does 2 Damage. Filing cabinets weigh about 150 pounds and do 3 Damage.

(7L)Chief Administrator's Office
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code and Orange Card
Security Cameras: Always on, seldom monitored
Description: This large, well-appointed office is the lair of Wardell Bryce, the head of Area 2501's administrative section. All of the office workers except for the Special Administrative Unit answer to him. Even the redoubtable Major Speight of Logistics and Procurement has to acknowledge Mr. Bryce's authority (although he seldom exerts it over Speight, who scares him half to death). Bryce considers himself the most powerful, important man in the complex and sees Dr. Clemente as a meddling interloper. Clemente is a little too powerful for him to challenge, so Bryce has convinced himself that the Doctor is irrelevant. Researchers come and go, but it's the administrators who keep the place running, he tells himself.

While he despises Dr. Clemente, he mostly ignores him and focuses his hatred and rivalry on Merkin Trowbridge, who heads the Administrative Special Section. It galls Bryce that the Special Section are outside his authority and so he tries to use his power over the office manager and mail room to make Trowbridge and his workers' lives difficult in little ways. This bureaucratic infighting occupies most of his strength and energy.

A short, balding, truculent man with a savage temper and huge, bushy eyebrows, he bears an eerie resemblance to his nemesis, Mr. Trowbridge, although they aren't related. His office contains a huge wooden desk, a comfortable chair for him to sit in, three uncomfortable chairs for his guests, a smaller desk for his assistant, and some expensive and tasteful looking wooden filing cabinets (they're Swedish, he proudly explains). To anyone who will listen.

His desk weighs 220 pounds and does 4 Damage if it is picked up and used as a weapon. His assistant's desk weighs 180 pounds and does 3 Damage. His big comfortable chair weighs 120 pounds and does 3 Damage if you hit someone with it. The smaller chairs all weigh about sixty pounds and do 2 Damage. The filing cabinets and work-tables weigh roughly 100 pounds each and do 3 Damage.

(7M) Office of the Chief of Special Section
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code and Orange Card
Security Cameras: Always on, usually monitored
Description: This is the lair of Merkin Trowbridge, a short, loud, violent-tempered man with thinning hair and enormous, threatening eyebrows. He's the leader of the Special Administrative Section and he bears an astonishing physical resemblance to his arch-nemesis, Wardell Bryce, who heads the ordinary administrative sections.

Trowbridge believes his section to be more important and more secret than Bryce's and feels that he and his staff ought to have special administrative privileges. Instead he has to fight Bryce for every last paperclip and staple. This injustice of this obsesses him and his hatred of his rival knows no bounds. His office, like his person, is nearly identical to Bryce's.

The big desk is Toughness 3, weighs 220 pounds and does 4 Damage if it is picked up and used as a weapon. The smaller desk is Toughness 3, weighs 180 pounds and does 3 Damage if used as a weapon. The big executive chair weighs 120 pounds and does 3 Damage. The smaller chairs weigh 60 pounds and do 2 Damage. The bookshelves weigh 200 pounds and do 3 Damage. Filing cabinets weigh about 150 pounds and do 3 Damage.

(7N) Nurse's Office
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Unlocked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or Green or Blue Card

Security Cameras: Always on, usually monitored
Description: Much smaller than the giant infirmary in the basement (see Page 83) this little office is adequate for the medical needs o0f the staff on the office levels. Two registered nurses are on duty here during business hours and a third one works the night shift. There is little for them to do even during the day. Injuries aren't common at Area 2501. The office is well-equipped. It has a "crash-cart" defibrillator, oxygen tanks, mechanical respirators and all the other gear that you would expect to find inn the back of an ambulance.

A white curtain separates a pair of hospital beds from the rest of the room, there is also an examination tale a desk and some filing cabinets. There isn't much of interest in the medical files—just records of minor injuries, insurance claims and the occasional prescription drug request. Drugs are kept in a locked cabinet on one wall. Other cabinets contain various types of medical equipment.

The hospital beds are heavy—equipped with controls to raise or lower different sections. Each one weighs 180 pounds and does 3 Damage if used as a weapon. The desk weighs 120 pounds and also does 3 Damage. The chairs weigh 40 pounds and do 2 Damage. There are of course endless options for doing damage to someone with the medical equipment in the cabinets. We'll leave the details to the GM.

(7o) Dr. Clemente's Office
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 25
Opens With: Numeric Code and Red Card
Security Cameras: Never on, never monitored
Description: Dr. Clemente loves being team leader and relishes every visible sign of his authority. His huge office reflects this. The walls are paneled in wood, the rugs are Afghan, the furniture is Swedish and expensive. There are three desks. Two for Dr. Clemente's Personal Assistants (hulking, sullen young men with good clerical skills who he has recruited from the security staff) and a giant, granite-topped executive monstrosity for the Doctor himself. A copy machine sits in one corner, there is a hardwood table with chairs for high-level meetings. Bookshelves line the walls.

Even though it's illegal to hang up decorations, and Dr. Clemente doesn't like or care about art anyway, he wants to demonstrate how powerful he is, so a number of abstract paintings hang here and there. They range in quality from "pretentious and bad" to "hideous". Dr. Clemente doesn't care—he just wants people to know that he has enough power and influence to get away with hanging stuff on the walls.

The smaller desks are made of Toughness 3 wood, weigh 200 pounds and do 3 damage if used as weapons. Dr. Clemente's enormous desk weighs 500 pounds, has a granite top that gives it Toughness 6 and does 5 damage if you pick it up and smack someone with it. The smaller chairs weigh 80 pounds and do 3 damage. Dr Clemente's huge and exquisitely comfortable chair weighs 120 pounds and does 3 damage. The copy machine weighs 500 pounds and does 4 damage (possibly more if the glass top shatters on impact).

The wooden filing cabinets weigh about 150 pounds each and do 3 damage.

The windows are made of the same reinforced material as they are in the rest of the complex. Toughness 8, they do not open and do not have curtains or drapes.

(7P) Auditorium
Walls: Toughness 10
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code or any card but Purple
Security Cameras: Always on, usually monitored
Description: It's a sign of Dr. Clemente's ego that he room he converted into his office is supposed to be an auditorium. Not as frequently used as the giant auditoriums on the floor beneath, this room hosts really big meetings and the occasional dinner event for major defense contractors and/or Pentagon brass. Area 2501 is one of those rare organizations that actually has more meeting space than it uses, so they sometimes loan this room out to other secret government agencies for conferences, training sessions and other

such events. No one is using it when the PCs invade the building. The room has a few sideboards around the edges, in case any catered events are held here. There is no carpeting on the hardwood floor and there are no chairs.

The wooden sideboards are each toughness 3, weigh 60 pounds and do 2 damage if used as weapons. The podium is toughness 3, weighs 100 pounds and does 3 damage.

(7Q) XO's Office
Walls: Toughness 15
Ceiling: 15 feet high, Toughness 15
Door: Locked, Toughness 8
To Hack Door Lock: DC 15
Opens With: Numeric Code only. Even a Red card will not open this door.
Security Cameras: None
Description: The largest office in the building, Dr. Clemente covets this space, but doesn't yet feel strong enough to claim it for his own. This was the office of Area 2501's Executive Officer, Lambert Woody. Technically the highest-ranking administrative official at Area 2501, he was the only one on site who outranked Dr. Clemente (although he had no direct authority over the researchers, he could reallocate their materials, rooms, resources, etc.)

Two years ago Executive Officer Woody took a six-month leave of absence. No one has seen him since. He hasn't been declared dead and there is no clear administrative way to have someone else assigned to the job until his fate is known. The fact that the whole operation is secret complicates things and slows procedures down even more. In the meantime, the base's administrative functions continue to run smoothly and no decisions that absolutely require the XO's approval have come up. His five assistants continue to report for work in his office every day, although some days they don't have very much to do.

Woody had no personal workstation computer on his desk—he felt it was beneath him. All five of his assistants have access to the base's secure systems and with a Computers Check vs. DC 20 a Player Character could learn almost everything there is to know about Area 2501, its layout and its current operations.

Woody's desk is locked and a Disable Device Check vs. DC 20 is required to open it without setting off an alarm in the Security Centers. Inside are all kinds of papers and reports on Area 2501's administrative functions. You won't find out much about Dr. Clemente's research in here, but you will learn everything you need to know about how many rounds of ammunition are stored in the armories and where the food in the canteen gets bought.

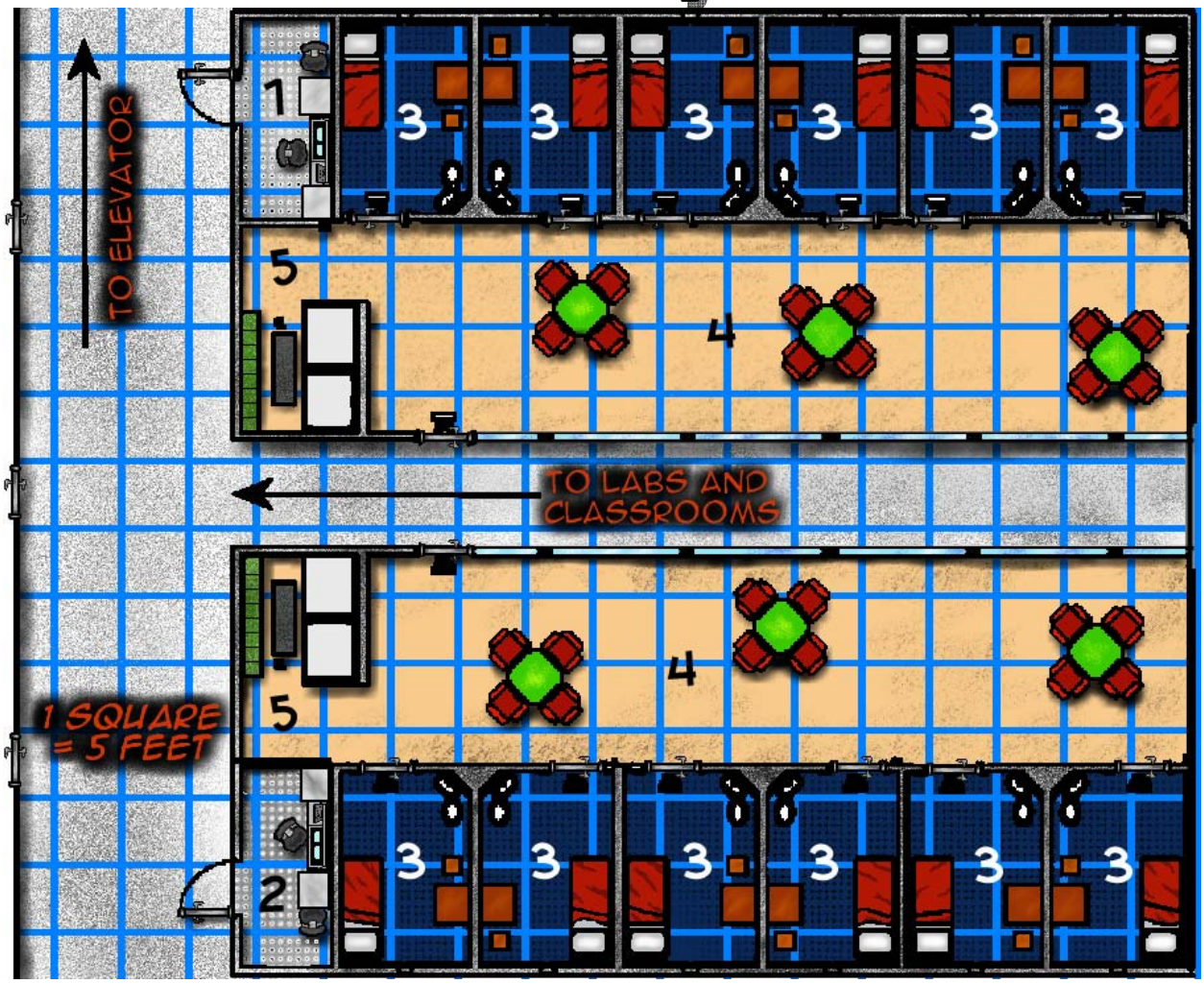
Two guards stand outside the XO's door at all times, even in Mr. Woody's absence. They both know the numeric code to get inside. Apart from them, only the Mr. Woody's assistants know it.

The assistants' desks are made of Toughness 3 wood, weigh 200 pounds and do 3 damage if used as weapons. Woody's gigantic desk weighs 750 pounds, has a granite top that gives it Toughness 6 and does 6 damage if you pick it up and smack someone with it. The smaller chairs weigh 80 pounds and do 3 damage. Woody's chair weighs 140 pounds and does 3 damage. The wooden filing cabinets weigh about 150 pounds each and do 3 damage.

The windows are made of the same reinforced Toughness 8 material as they are in the rest of the complex.

BEDLAM IN BEDLAM

The Holding Cells



Overview
There are 11 children ranging in ages from 10 to 16 in the holding cells. The children can be of limited assistance if the PC's run into trouble. See the section on the kids at the end of this chapter, on Pages 153-164.

1: Cell Block 1 Security Office
Walls: Toughness 15
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and Blue Card
Security Cameras: Always on, constantly monitored

Description: This office serves as the base of operations for an elite group of three guards in powered armor who are familiar with dealing with metahumans. We have stats and background information for all three guards on Pages 143-145, but feel free to tinker with their scores to make them a better match for the PCs. The powered-armor squad should always have a Power Level equal to the average of the PC's party. They specialize in fighting parahumans and have a lot of experience at it. If one of them remains unengaged, they will sound the alarm to alert the rest of the base.

The room itself contains a bank of monitors, two office chairs and a pair of steel

lockers for stowing personal effects. One of the lockers has a small coffee maker perched on top of it, in direct contravention of the rules. Unlike the monitors in the base's Security Centers, these can be used only to monitor the cameras in the test subject holding area, the long north-south hall outside the test subject area and the four classrooms. You can also use these controls to vent out the power-suppression gas in the holding cells that keeps the super-kids' powers turned off or to open the doors of their cells. In fact, their cells can *only* be opened from this console or the back-up in the Cell Block 2 office, so the PCs should be careful not to smash it. It takes a Disable Device or Computers Check vs. DC 20 to gain access to the console's functions without setting off an alarm in the Level Three Security Center.

The console is Toughness 4 and it takes a Strength Check vs. DC 25 to rip it loose from the wall (which would of course render it inoperative). It does 6 damage if a super-strong character picks it up and uses it as a weapon, although there isn't really enough room in the office to swing it at anybody. The swivel chairs are specially designed to bear the weight of a soldier in powered armor. Each one is Toughness 5 and weighs 100 pounds. They do 3 damage if used as weapons. The metal lockers are Toughness 5 and weigh 180 pounds each. It takes a Strength Check vs. DC 20 to tear them loose from the floor. They do 5 damage if used as weapons.

2: Cell Block 2 Security Office
Walls: Toughness 15
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and Blue Card
Security Cameras: Always on, seldom monitored.
Description: This office is empty and can be entered by either breaking down the door (which will cause an alarm to sound) or by disabling the electronic lock. Its contents are exactly the same as the other Security Office—although there is no coffee maker here.

It's really intended as a backup in case something happens to the other office, but its systems are perfectly functional. You could shut down the alarms on the holding cells, empty out the gas and unlock the doors from here with a Computers Check vs. DC 15. With a Check vs. DC 20 you can do it without setting off any alarms and with a Check vs. DC 25 you can do it without alerting the guards in the other office.

The control console is Toughness 4 and it takes a Strength Check vs. DC 25 to tear it out of the wall. It does 6 damage if picked up and used as a weapon. The chairs are Toughness 5 and each one weighs 100 pounds. They do 3 damage. The metal lockers are Toughness 5 and weigh 180 pounds. A Strength Check vs. DC 20 will tear them loose. They do 5 damage.

3: Holding Cells
Walls: Toughness 15
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 25 (but only DC 20 if the attempt is made from one of the Security Offices)
Opens With: Numeric Code input from console in Security Office
Security Cameras: Always on, constantly monitored
Description: Each Holding Cell contains a bed, a chest of drawers, a chair and a toilet. The kids aren't allowed to have or keep individual personal possessions or books. All studying and homework is done at the tables outside in the Common Area. The only items in the chest of drawers are clothes. There is an odorless, tasteless gas in the air of each kid's cell that inhibits their powers. Whether or not it has any effect on the superheroes who are trying to rescue them depends on what their own powers are. A PC with mutant and/or psychic powers, or for that matter any innate powers that aren't mechanical (like a cyborg or a guy in powered armor) or magical in nature should make a Fortitude Save vs. DC 20 as soon as they come into contact with the gas, and again for each hour that they continue to be exposed to it. If they fail, their powers are reduced by two levels for the next hour. The cumulative effect can wear your abilities down to nothing in just a few hours, but it won't cripple most PCs if they only spend a few rounds immersed in the gas (for example while they are freeing a child from their cell). Exposure to untainted air is enough to keep the gas from having any further effect on you, but your lost powers return irregularly.

You could be functioning at a reduced level for a day or so, or your powers could suddenly return half an hour later. It's up to the whim of the GM. The furniture in the Holding Cells is solidly constructed and firmly attached to the structure. Each bed is Toughness 4, weighs 200 pounds and requires a Strength Check vs. DC 20 to tear loose from the floor. A bed does 4 damage if used as a weapon. The dressers are Toughness 3, weigh 80 pounds and take a Strength Check vs. DC 15 to yank out of the floor. A dresser does 2 Damage if you use it as a weapon. The toilet is Toughness 6, weighs 75 pounds and takes a Strength Check vs. DC 15 to rip loose. It does 3 damage if swung like a club.

4: Common Area
Walls: Toughness 15 (windows are Toughness 8)
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 20
Opens With: Numeric Code and Blue or White or Purple Card
Security Cameras: Always on, constantly monitored
Description: Each of the two Common Areas contains three tables made from translucent green plastic and twelve red plastic chairs. This is where the children study and where some of the younger ones are sometimes allowed to enjoy a little supervised play. It's also where the researchers give them IQ and aptitude exams. The tables are bolted to the floor. Each one has a Toughness of 4, weighs sixty pounds, and will do 2 damage if ripped out of the floor and used as a weapon. The flimsy, lightweight plastic chairs weigh just six pounds each, and do only 1 damage if picked up and used to bludgeon someone with. The chair is intentionally flimsy. Made of Toughness 1 wood, it will break if used as a weapon and does +0 Damage.

5: Showers
Walls: Toughness 15
Ceiling: 10 feet high, Toughness 15
Door: Locked, Toughness 10
To Hack Door Lock: DC 25 (but only DC 20 if the attempt is made from one of the Security Offices)
Opens With: Numeric Code input from console in Security Office
Security Cameras: None
Description: Each of the two showering areas contains two stalls, a row of green metal lockers and a grey plastic bench. This is the only place in the living area that isn't monitored by security cameras, but since the kids are only allowed in one at a time, it's no good for having private conversations. There used to be cameras there, but Dr. Clemente noticed that one of the guards (Victor-Romeo 995—you can find his description and stats on Page 143) seemed to be taking too much enjoyment in watching the girls shower. It seemed like too much work to have Victor-Romeo replaced so instead he had the cameras removed. The children frequently pass notes to one another here, leaving them in the lockers or under the bench. This is getting tougher and tougher to do, now that Dr. Clemente has taken to strictly monitoring the amount of notebook paper each child is allowed for their studies, and has the staff check to make sure they aren't tearing unaccounted-for pieces off the margins. Most of the kids greatly enjoy the ten minutes of privacy they are allotted to spend in the showers each day—although a few of them are too weird or too depressed to care. The partition wall between the shower and the Common Area is only Toughness 8, although the outer walls are all Toughness 15. The lockers are Toughness 5 and the whole unit takes a Strength Check vs. DC 15 to tear loose from the wall. It weighs 150 pounds and does 4 damage if used as a weapon. The bench weighs 60 pounds, takes a Strength Check vs. DC 15 to uproot and does 2 damage.

BRINGING THINGS TO A CLOSE

Freeing the children is simply a matter of overcoming the security systems in place (in each security office) and venting the gas that is pumped into the cells that keeps the children's various abilities at bay. And then getting them out alive, of course. What the PCs encounter on the way out of the complex depends on how big a challenge you want them to face. We've given

you a lot of tools, a lot of NPCs and a lot of materials to work with. You don't need to throw every last bit of it at the PCs. Just enough to give them an exciting time of it.

See the section on scaling Scene 5 (further down this page) for some detailed suggestions about how to use the material to give your PCs the maximum excitement. They probably shouldn't fail unless they make some atrocious rolls or some truly idiotic decisions (picking a fight with Nocturne for no good reason, standing and fighting when you've done your best to make it clear that fleeing an encounter is the best way to survive it, etc.)

We have two endings for you to read aloud to them, depending on whether they win or lose.

Success:

The neon sign for the Celestial Spirit Fellowship casts a burnt orange glow on the pavement. Nocturne has every confidence in Father Dennis to keep the children away from other government projects. The aging vigilante seems somewhat at ease now that the children are far and away from Area 2501.

"They'll be safe." Nocturne says to you in his mechanical voice. "Father Dennis knows certain families that can handle children with *special needs.* Somehow, you sense he's smiling from underneath his mask.

"Nice work," he says and jumps off into the shadows, "heroes."

There's probably no need to keep roleplaying after you've read them this passage. Do any bookkeeping that needs to be cleaned up, then call it a night, thank your players and invite them back to enjoy another adventure sometime soon.

Failure:

Guards are coming out from everywhere. There are just too many of them. The neutralizing agents they have shot you up with are beginning to really dampen your powers. You drop down and notice the floor is cool when it comes into contact with your face. A black shiny boot comes into your field of vision. It's the last thing you notice before blacking out.

Game Masters should either collect the character sheets from their players at this point, or continue on with their own conclusion of *Bedlam in Bedlam*.

It's possible that they wake up in one of Dr. Clemente's torture-labs on Level 3, ready to be interrogated or subjected to some sinister experiment. Perhaps a sympathetic researcher like Dr. Langdon Everall (see his description on Page 151) gives them a chance to escape, or another test subject in an adjacent labs rips his way free of his restraints and comes bashing through the wall. You really should give your PCs at least one extra chance to avoid getting vivisected or tortured if you go this route—it's a comic book tradition.

It's also possible that the PCs find themselves back on the streets of Bedlam, with their memories selectively erased, unable to recall anything after they first went looking for the Cold Killer. This also gives them one more chance to solve the case. Perhaps Nocturne has now been brainwashed into working for the other side, and will try to eliminate the PCs once they start getting too close to the truth. Perhaps they can capture him and help him shake off the brainwashing. There are dozens of possibilities for where you could take this scenario, but it should probably end with another assault on Area 2501.

Adjusting Scene Five to Fit Your Campaign's PL

The assault on Area 2501 is the biggest, most complex combat scene in the entire adventure, and we've given you a lot of leeway as to how to approach it. And yet it is also probably the easiest scene to scale to fit your group's PL.

The twelve superkids are the key. If the PCs are overwhelmed, more of them can discover their powers and come to the aid of the their rescuers. If the PCs are having such an easy time that it's starting to bore them, have one of the kids panic and get in trouble, or manifest their powers uncontrollably and become a direct threat to everyone around them. You have twelve kids to work with, which creates a lot of leeway in terms of how much

you can enhance or handicap the PCs' effectiveness.

If a significant number of your PCs are below PL 10, then don't have any of the PL 9-11 NPCs encounter them while they're sneaking around Area 2501. Assume Agent Bellini, the Cold Killer, Colonel Seacrest and Alpha Foxtrot 187 are all somewhere else. The PCs should face only PL 6 guards, and then no more than two of them per PC at any one time. If you want to throw a bigger group of soldiers or a higher-level opponent at them just to be dramatic, then let two of the super-kids suddenly discover their powers and come to the Player Characters' aid per every four extra guards or one high-level NPC opponent.

You can use the kids to help tweak a medium-powered PC group as well (here we assume that "Medium" means roughly four PL 10 Player Characters). If the PC group has fought well, made good decisions, but is losing the battle due to the sheer dumb luck of the dice, you can take pity on them and have one or two of the kids come into their powers and save the PCs at the last moment. It will even look as though you planned it that way all along. If on the other hand the PCs just happen to be rolling so well or have such a good combination of powers that Area 2501 is crumbling faster than you want, have one of the kids manifest their powers in a bad way.

For big PC groups, or groups with an average PL of 12 or above, you could increase the number of minions for them to fight, but that's boring. You really should throw some of the high-level NPCs at them as well, preferably in a group. As one particularly appalling possibility, perhaps the PCs come around a corner, only to be confronted by Alpha Foxtrot 187 and a bunch of guards. Then, a door behind the PCs opens, and Agent Bellini and Colonel Seacrest step out, laughing at a joke the Cold Killer has just told them. All three of them Spot the PCs, and suddenly go silent. Then, in the moment before all Hell breaks loose, one of the superkids loses control of their powers.

If the average level of the PC group is above 12, or if there are more than six of them, then Major Maximum and the Gray Golem are also in the building, and will attack the PCs at the same moment as the PL 9-11 characters.

NPCs for This Scene

We'll start out with the men (and women) who guard Area 2501, then move on to some individual guards, just in case you need one with an individual history and background. One of them, Alpha-Foxtrot 187, is much tougher than the others—a PL 9 super-soldier who just happens to be working here. Next come stats and background material for the three PL 10 goons in power-armor who guard the super-kids on level three. Then we have two of the base's ranking officers, both of whom are likely to be on duty when the PCs attack.

Next we have generic templates and individual examples for some of the other staff who work at the base—researchers, teachers and technical staff. We conclude with the twelve super-kids who are currently being held as test subjects on Level three.

Guardians of Area 2501

PL: 6

Str: 14 (+2) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus**: 6 **Defense:** 6
Toughness Save: 5 (+1 without body armor)
Fortitude Save: 6 **Reflexes Save:** 6
Willpower Save: 4

Skills: Climb 2 (+4), Intimidate 6 (+7), Medicine 2 (+3), Knowledge (tactics) +4 (+5), Notice 6 (+7), Profession (Soldier) 5 (+6), Search +3 (+4), Sense Motive 4 (+5), Stealth 6 (+7)
Feats: Equipment 4 (20 pts. of equipment)
Equipment: Body Armor (+5 Toughness), Assault Rifle (Ranged Weapon, 5 damage [Extra: Autofire]),
Complications: Subject to orders from superiors.
Background: The men who guard Area 2501 are a very select bunch. They wear no insignia, they belong to no unit, they do not salute, they don't have to wear their hair short and they call

no one "sir" (they use "chief" or "boss" instead). Some elite military units, like the Delta Force, assign their recruits new names or list them as deceased. Here they expunge their names from the public record altogether. These men are a step beyond officially dead—officially they never lived at all. Instead of names, they have call-numbers. Instead of military uniforms they wear identical grey suits with striped ties (unless they're on patrol in the woods, in which case they wear forest camouflage). Their faces are covered with featureless protective cowls and reflective goggles, giving them an eerie, inhuman appearance—part Secret Service, part supervillain henchman.

They are proud of the traditions that set them apart from regular service personnel, but they still talk and act like US soldiers. Only a few are sadists or psychopaths. Most view themselves as patriots, called to serve their country in the highest, most secret duty. But since the unit attracts the type of man who wouldn't mind leaving all his family and friends behind forever, and who doesn't mind being called by a number instead of a name for years at a time, it gets more than its share of lone wolves and fanatics. Out of uniform, they are hard-faced men in their mid-to late twenties with a lot of tattoos and oversized watches with too many buttons. Even though they are allowed to grow their hair out, most of them shave it or crop it close anyway. A lot of them take advantage of the relaxed rules on facial hair and grow goatees or handlebar moustaches. You could easily mistake them for concert security, until you notice their scars and the way they hold themselves.

They won't hesitate to shoot at superheroes who break into the base and they are under no obligation either to utter warnings or take prisoners.

Officer
PL: 6

Str: 14 (+2) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus**: 6 **Defense:** 6
Toughness Save: 5 (+1 without body armor)
Fortitude Save: 6 **Reflexes Save:** 6
Willpower Save: 4

Skills: Climb 1 (+3), Intimidate 5 (+6), Medicine 2 (+3), Knowledge (tactics) +4 (+5), Notice 6 (+7), Profession (Officer) 5 (+6), Search 4 (+5), Sense Motive 5 (+6), Stealth 5 (+6)
Feats: Equipment 3 (15 pts. of equipment), Inspire, Leadership
Equipment: Body Armor (+5 Toughness), Heavy Pistol (Ranged Weapon, 5 damage)
Complications: Subject to orders from superiors.
Background: Officially, no one here is an officer, because no one here has a rank (nor in fact do they exist) so the commanders at Area 2015 have titles like "Team Leader" or "Section Leader" instead of "Lieutenant" or "Captain."

Their uniforms don't really look any different from the rank-and-file guards, although they carry pistols instead of submachine guns and wear different ties. Section Leaders wear ties with black and white stripes, Team Leaders wear ties with red and green stripes and ordinary guards wear ties with red and blue stripes. Everybody knows who the Team and Section Leaders are anyway, even with their masks on. Most of these men have worked together for long enough to recognize one another by their height, the way they stand, the stains on their trench coat, etc.

Individual Soldiers

While the guards at Area 2015 can of course be presented as a horde of faceless minions, it is just possible that the PCs might get to know one or another of them better. If they capture one, for example, or read his mind, the GM may need an individual background story for him. Or it might make the fight more interesting to give some of them different stats and skills. With that in mind, we have included some individual guards beneath.

Alpha Charlie 105
PL: 5

Str: 14 (+2) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 14 (+2)
Initiative: 1 **Attack Bonus**: 5 **Defense:** 5
Toughness Save: 5 (+1 without body armor)
Fortitude Save: 6 **Reflexes Save:** 6
Willpower Save: 4

Skills: Climb 3 (+4), Bluff 3 (+5), Intimidate 6 (+8), Medicine 1 (+2), Knowledge (tactics) +4 (+5), Notice 6 (+7), Profession (Soldier) 5 (+6), Search +3 (+4), Sense Motive 4 (+5), Stealth 6 (+7)
Feats: Equipment 4 (20 pts. of equipment)
Equipment: Body Armor (+5 Toughness), Assault Rifle (Ranged Weapon, 5 damage [Extra: Autofire]),
Complications: Subject to orders from superiors
Background: His real name is Don Pizzicotti, and he's a man of many regrets. He grew up in Queens, joined the army because he was at loose ends after high school and got talked into it by a pair of recruiters at a mall on Long Island. He was big and strong and a capable soldier, and to his surprise was recommended for the Special Forces right out of basic training. Assigned to a base in South Korea, he fell in love with a local girl and impulsively married her, over the objections of both her family and his own. They had absolutely nothing in common except for physical attraction and neither one of them was mature enough to bridge the enormous gulf between them. They had endured a year of strained marriage when their son was born. He was mentally handicapped, badly deformed and needed constant care.

Don's second tour of duty was up and he decided not to re-enlist, so as to be able to help out more at home. It was the most exhausting thing he had ever done, apart perhaps from his special forces training. Settling near an army base in Georgia, they tried to live on disability checks and whatever Don could make by pumping gas and delivering pizza. Neither one of their families gave them any support, for they were now both black sheep.

Don's life was hell. He started drinking and began on rare occasions to hit his wife. Then an old friend from the Special Forces got in touch. He was willing to recommend Don for a special new unit, charged with guarding an ultra-secret facility called Area 2015. The pay was good and the life was easy. The only catch was that he would have to leave everyone he knew behind. Like most of the important decisions in his life, he made this one impulsively. He regretted abandoning his wife and child almost at once, and even though he mails them nearly all the money from his substantial paycheck every month, he feels like a monster. Twice he has gone to Georgia on leave, thinking he might watch them from a distance, but he's always chickened out.

Now he has an additional worry. The money orders he has been sending to his wife have been getting returned, marked "Undeliverable." There is no forwarding address. This is driving him nuts and he's much too ashamed of having walked out on his wife and kid to be able to talk to anyone about his problem. He intends to go down to Georgia on his next leave and see if he can trace them, even though contact with people from his old life is totally forbidden. But his next leave is more than a month away and anyway he only gets three days off.

The PCs probably won't learn about Don's problems unless they read his mind or capture and interrogate him, but it's eating away at him so badly that he makes all Notice Checks at a –2. Anyone who uses Telepathy on him instantly learns about his personal dilemma—it's all he can think about and even a casual read of his surface thoughts will pick it up. Under his cowl, he's a dark, tanned young man who keeps his black hair shaved down to a fine stubble, and wears a short goatee. He has a lot of laugh lines around his eyes and cheeks, but he looks like he hasn't been smiling a lot lately.

Tango Delta 166
PL: 6

Str: 12 (+1) **Dex:** 14 (+2) **Con:** 12 (+1)
Int: 12 (+1) **Wis:** 14 (+2) **Cha:** 12 (+1)
Initiative: 2 **Attack Bonus**: 6 **Defense:** 6
Toughness Save: 5 (+1 without body armor)
Fortitude Save: 6 **Reflexes Save:** 6
Willpower Save: 4

Skills: Climb 1 (+3), Intimidate 8 (+9), Medicine 2 (+3), Knowledge (tactics) 4 (+5), Notice 6 (+7), Profession (Soldier) 4 (+5), Search 3 (+5), Sense Motive 5 (+7), Stealth 5 (+6)
Feats: Equipment 4 (20 pts. of equipment)
Equipment: Body Armor (+5 Toughness), Assault Rifle (Ranged Weapon, 5 damage [Extra: Autofire]),
Complications: Subject to orders from superiors, Sadist.

Lloyd Barnes is a third-generation prison guard from rural Pennsylvania, up in the Appalachian mountains. Corrections work is about the only job available in the little town where he grew up. Everyone is a guard or works for a contractor. Lloyd found employment there shortly after dropping out of high school. He was very adept at disciplining inmates without leaving any marks and soon became his cell block's unofficial go-to guy for torturing and humiliating inmates in creative new ways. He enjoyed this work, but dreamed of joining the Army and getting to kill a man in combat. He signed up when he was twenty-one, eager to get his first "kill" under his belt.

Alas, his resume as a prison guard got him shunted into the MPs, where he remained a corrections officer, far from any battlefield. He was very good at keeping prisoners in line and at making sure the guards got their cut of the underground convict black market. Indeed, he did so well that he received glowing service reports from most of his superiors. He even got to kill people, once in a while, if they refused to pay money they owed to the network of crooked guards.

His yearly reviews looked so good that Area 2015 offered him a job. He gladly accepted.

His father, a broken down old hillbilly prison guard, has been asking a lot of questions about where Lloyd has disappeared to. The old man is desperate to know what has become of his only child and he's both bewildered and indignant that Lloyd's service record seems to have vanished. To make matters even stranger, the county has no record of his birth certificate anymore, and even his high school transcript (lousy as it was) has disappeared. He doesn't have much money and his health is failing, but the old man is determined to get to the bottom of this.

Lloyd is furious that his dad is causing him and the unit so much difficulty. This is getting him in trouble with his bosses, and that won't go—no sir! He tried to talk his superiors into having the old man killed, but they declined, and kind of looked at him funny. Now he's thinking about going up to Pennsylvania in a ski mask and beating and terrorizing his pop into giving up the investigation. If the PCs read his mind, this idea will be foremost in his thoughts.

Lloyd hates kids with a crazy passion, because they're so small and puny. He would love to have the chance to kill one. If Dr. Clemente deems it necessary to dispose of a test subject, he'll be sure to ask for Tango Delta 166.

Tall and thinner than most of the other guards, Lloyd has a long, horsy face and a moustache. He wears his wavy blonde hair a little longer than the others. He's talkative and congenial, forever telling jokes and obscene anecdotes. He keeps smiling cheerfully while he bullies and torments people. His favorite trick of all is to threaten to kill or injure someone, and when they flinch, laugh aloud and explain that he was just kidding—and then abruptly make good on his threat. Fair play and mercy are entirely foreign to him.

Bravo-Foxtrot 111
PL: 6

Str: 14 (+2) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 14 (+2)
Initiative: 1 **Attack Bonus**: 6 **Defense:** 6
Toughness Save: 5 (+1 without body armor)
Fortitude Save: 6 **Reflexes Save:** 6
Willpower Save: 4

Skills: Climb 3 (+5), Diplomacy 5 (+7), Intimidate 6 (+8), Medicine 2 (+3), Knowledge (tactics) 4 (+5), Notice 6 (+7), Performance (Oratory) 3 (+5), Profession (Soldier) 5 (+6), Search 3 (+4), Sense Motive 2 (+3), Stealth 6 (+7)
Feats: Equipment 4 (20 pts. of equipment)
Equipment: Body Armor (+5 Toughness), Assault Rifle (Ranged Weapon, 5 damage [Extra: Autofire]),
Complications: Subject to orders from superiors, never tells lies.
Background: Sometimes his fellow guards rib him about being from San Francisco, but Bravo-Foxtrot 111 is as conservative, clean-cut and all-American as anyone could ask—and maybe just a little bit more. He's a fanatical patriot who doesn't smoke, drink, curse or tell lies. He doesn't watch commercial television for it pains him to see so much unamericanism.

He comes from a moderately well-to-do family and went to Princeton for a year (where

he became one of the few freshmen ever to make it onto their football team), but he felt his country needed him so he joined the Marines.

He excelled as a Marine, was transferred into one of their elite Recon units, and from there was recruited into the Delta Force. By this point in time he had a fiancé, but he left her behind when Delta-Force changed his identity and declared him dead. She was a great girl and he loved her dearly, but Lady Liberty needed him more.

Then after he had served as a Delta for five years, he gained enough of a reputation as a straight arrow and a gifted commando that he was invited into the team that guards Area 2501. This meant an even bigger break with his past. He had to cut contact with his father, mother and hardest of all, his handicapped little brother Butch, who idolized him. Butch had cystic fibrosis and surely wouldn't have lived for long enough to see his big brother return. But America needed him more than Butch did. He didn't look back and has no regrets, despite never having said goodbye.

His politics are difficult to decipher. He believes in his country, right or wrong, but he isn't sure what that means. He hates racism, fascism, intolerance and cruelty of any kind. He believes with equal passion in democracy and a strong national defense. He despises bullies and people who pick on anyone who is helpless. Yet he'll participate in ruthless interrogation sessions without a flicker or self-doubt and won't hesitate to shoot civilians if he's ordered to. He believes in the equality of the sexes, but treats women chivalrously—unless he is ordered to shoot them, which he will do without hesitation. He knows that his duties are more important than his personal sentiments. Central to his beliefs is the idea that it is even more noble and self-sacrificing to support your country when it's in the wrong, for this is the true test of a man's patriotism.

Fearless and incorruptible, he will be difficult for the PCs to intimidate and impossible to bribe. He does not know about any of the bad things that Dr. Clemente has done. If he did, he would be horrified, but would still protect the Doctor's lab without question. If anyone reads his surface thoughts, he's musing on the greatness of America and the joy of getting to serve her in such an important capacity.

Charlie-Zulu 293
PL: 6

Str: 12 (+1) **Dex:** 14 (+2) **Con:** 12 (+1)
Int: 14 (+2) **Wis:** 12 (+1) **Cha:** 12 (+1)
Initiative: 2 **Attack Bonus**: 6 **Defense:** 6
Toughness Save: 5 (+1 without body armor)
Fortitude Save: 6 **Reflexes Save:** 6
Willpower Save: 4

Skills: Climb 2 (+3), Intimidate 4 (+5), Medicine 2 (+3), Knowledge (tactics) 4 (+6), Notice 6 (+7), Profession (Soldier) 4 (+6), Search 3 (+4), Sense Motive 5 (+6), Stealth 5 (+7)
Feats: Equipment 4 (20 pts. of equipment)
Equipment: Body Armor (+5 Toughness), Assault Rifle (Ranged Weapon, 5 damage [Extra: Autofire]),
Complications: Subject to orders from superiors.
Background: Every unit seems to have one scrappy, fast-talking little hyperactive guy who keeps the others amused. At Area 2501, that's Charlie Zulu 293. He stands half a head shorter than most of the other guards. He's extremely quick and light on his feet, which helps make up for his lack of bulk. A Native American, he grew up on a small reservation in Idaho, where young men don't have a lot of career opportunities apart from the armed forces. When he was eighteen he joined the Army and his brains and manual dexterity got him shunted into the Special Forces early on. He was driven by the urge to be the best and to make up for his small size. He was also only too well aware that being a commando is a young man's game, and that after the age of thirty he was going to need to have accumulated some savings.

When the Delta Force offered him a job he felt conflicted about leaving behind all his old friends on the Rez, but the pay was a lot better and he figured he could always come home after a few years of saving up his money.

Even on the Delta Force he was faster, smarter and more determined than most of his comrades. Certain people took notice, and as soon as his second tour of duty came to an end he was quietly asked if he would like to join an even more elite, even more secret team. He felt pretty dubious about it, but the pay looked very tempting and he didn't yet have enough saved up to live comfortably.

Now he wants to go home. He's figured out what's really going on at Area 2501, he's disgusted by it and he wants out. This does not mean that he is willing to help a bunch of superheroes break into the place he's supposed to guard. A professional to the core, he would never betray the trust of his comrades in the unit that way, even though he privately disapproves of some of them.

Normally talkative, funny and manic, he's been quiet and depressed lately. His fellow guards have all noticed, but they respect one another's privacy and haven't asked him about it. If the PCs were to find some way to talk to him in a setting where they weren't shooting at each other (if for example they capture him or track him down off-base) and they can convince him that they have a plan to get him out of the unit, he'll agree to let them help him and he'll be willing to do them a favor in exchange (telling them about the layout or letting them through a security gate) but only if they promise not to hurt any of his buddies. A lifelong teetotaler, he has never had a single drink of alcohol, and if one of the PCs can convince him that they share his aversion to drink, they win his respect and can roll at a +2 bonus to gain his aid.

He's sentimental by nature, despite being as tough as anyone could ask for, and he'd hate to have to shoot a civilian. He'll always call out a warning first and will tell them that he doesn't want to have to shoot them, but he will if he has to. He's telling the truth. If he has to open fire on someone who isn't an obvious supervillain or terrorist, he'll try to hit them with a nonlethal attack first, or even disarm them if it looks possible.

Alpha Foxtrot 187

PL: 9

Str: 16 (+3) **Dex:** 20 (+5) **Con:** 14 (+2)
Int: 14 (+2) **Wis:** 12 (+1) **Cha:** 12 (+1)
Initiative: 9 **Attack Bonus**: 9 (+11 Melee)
Defense: 11 **Toughness Save:** 6 (+2 if caught flatfooted) **Fortitude Save:** 8 **Reflexes Save:** 10 **Willpower Save:** 8

Skills: Acrobatics 7 (+12), Climb 8 (+11), Concentration 4 (+5), Escape Artist 4 (+9), Intimidate 3 (+4), Knowledge (Tactics) 8 (+8), Knowledge (Theology and Philosophy) 2 (+3), Notice 8 (+9), Profession (Soldier) 7 (+9), Search 5 (+6), Stealth 9 (+14)
Feats: Accurate Attack, Acrobatic Bluff, Assessment, Attack Focus (Melee), Equipment 2 (10 pts. of equipment), Critical Strike, Defensive Attack, Defensive Roll 4, Elusive Target, Evasion 2, Improved Critical (with katanas), Improved Critical (with assault rifle), Improved Defense,

Improved Initiative, Improved Sunder, Improved Trip, Power Attack, Redirect, Sneak Attack, Takedown Attack, Uncanny Dodge
Powers: Device 2 (Katanas [Melee Weapons, 5 Damage each])
Equipment: Assault Rifle (Ranged Weapon, 5 damage [Extra: Autofire])
Background: As in any military unit, some of the guards at Area 2015 are more competent and experienced than others. If you want the PCs to run up against a really tough one, here he is. They don't have to ever encounter him. He's here strictly in case the GM thinks they're having too easy a time of it.

Tougher than any of his comrades, Alpha Foxtrot 187 has served in the unit for so long that he barely remembers his real name. He's thirty-five, older than any of the others, and the armed forces are his life. A rabid patriot, he is proud to have given up everything to serve his. Even among his fellow guards, he is a lonely man, unsocial and driven. He spends most of his spare time working out, practicing on the firing range or honing his unarmed combat skills.

A consummate professional in most respects, he has one eccentricity that drives his commanding officers nuts—he never wears his body armor, for he feels that it slows him down.

He is a great fan of Japanese culture and the code of the Samurai, although he understands both incompletely. Alpha Foxtrot 187 has become exceedingly proficient with the Japanese katana and has customized his uniform to include a pair of them. He is also an incredible shot.

While everyone in his unit looks on him with affection and awe for his phenomenal prowess as a soldier, men who have served beside him for years feel that they don't really know him at all. That's a mistake on their part. He speaks little, and then only about the job, but this is because the job is all he knows about and all that interests him.

If the PCs encounter him in a combat situation, they will know at once that he is the really dangerous one in the group of guards they are facing. He is the only one who wears a pair of katanas on his back, and the other guards will actually make way for him as he stalks leisurely toward the PCs and strikes a combat pose. He is a merciless opponent, who won't hesitate to kill a disabled combatant if he's ordered to, but he is not a sadist and would never stoop to taking hostages or to torturing someone for information. Nor would he approve of any of his teammates disgracing the flag by doing stuff like that.

The PCs will probably never learn about his personal background, but if the GM needs it, here is his story. Alpha Foxtrot 187's real name is Reggie Wilson. He grew up in a rough neighborhood in Pittsburgh, the youngest son of a big family of cops. He was taught to shoot by his father and uncles at an early age, and soon showed an amazing natural talent for it. His social skills remained fairly undeveloped—guns interested him a lot more than people did. Like all of his male relatives, he entered the army and planned on becoming first a military policeman, then a Pittsburgh cop. But in the military his superiors swiftly discovered that even though his talents as a marksman and unarmed combatant were second to none, he lacked the people skills to be a good MP.

They transferred him to marksmanship training instead. He was the kind of pupil military instructors dream for years of getting. Soon he exceeded them, and soon after that he got inducted first into the Special Forces, then the Delta Force and finally the unit he works with now.

His family misses him and for the past two years or so he has begun to miss them, too. But he would never consider leaving Area 2015 and going back to Pittsburgh—he has found a higher calling. If the PCs beat him up and take his mask off, he is an African-American man with short hair, going prematurely grey at the temples. He has craggy features and a moustache. There are deep worry and scowl lines in his forehead.

Generic Power-Armored Goon

PL: 10

Str: 14/30 (With Armor) (+2/+10)
Dex: 12 (+1) **Con:** 12 (+1) **Int:** 12 (+1) **Wis:** 12 (+1) **Cha:** 14 (+2)
Initiative: 1 **Attack Bonus**: 10 **Defense:** 7
Toughness Save: 1/10 (With Armor)
Fortitude Save: 4
Reflexes Save: 6 **Willpower Save:** 6

Skills: Disable Device 4 (+5), Intimidate 7 (+9), Notice 5 (+6), Profession (Soldier) 7 (+8), Search 5 (+6), Sense Motive 3 (+4)
Feats: Accurate Attack, All-Out Attack, Improved Grapple, Power Attack
Powers: Device 18 (Battlesuit; Blast 10 [Power Feats: Alternate Power (Enhanced Strength +16], Communication [Radio, one-mile radius], Immunity 9 [Life Support], Protection 9 [Impervious], Super-Senses 6 [Darkvision, Direction Sense, Distance Sense, Time Sense], Super-Strength 5)
Drawback: Normal Identity (takes a full round to don the suit, -4 pts)
Background: Area 2501's last line of defense, in case any of the kids suddenly manifest their powers, is this group of three power-suited guards. This group monitors the children on a daily basis from the security stations net to the dorms, although this is so boring that they spend most of their time hanging out and talking, trying to outdo one another with their war stories. Whenever one or more of the kids has to be moved from place to place, at least one soldier in powered armor will accompany them. An elite group, these are among the best powered-armor pilots the US Military has to offer. Dr, Clemente likes and trusts them, and they have been given special privileges. For example, they can eat in the Officer's Mess and can live off-base if they want to (only one of them actually des). They have been selected for their skill and ruthlessness—any one of them would kill the kids under their charge if they were ordered to. Not minions or mooks, each one is a full-fledged NPC opponent. You can use this generic template, or the three individual characters listed below.

Victor Romeo 995
PL: 10

Str: 16/30 (With Armor) (+3/+10)
Dex: 16 (+3) **Con:** 14 (+2) **Int:** 10 (+0) **Wis:** 10 (+0) **Cha:** 10 (+0)
Initiative: 3 **Attack Bonus**: 10 **Defense:** 8
Toughness Save: 2/10 (With Armor)
Fortitude Save: 4 **Reflexes Save:** 8
Willpower Save: 5

Skills: Disable Device 4 (+4), Intimidate 8 (+8), Notice 4 (+4), Profession (Soldier) 7 (+7), Search 4 (+4), Sense Motive 1 (+1)
Feats: Accurate Attack, All-Out Attack, Chokehold, Improved Grapple, Power Attack, Startle
Powers: Device 18 (Battlesuit; Blast 10 [Power Feats: Alternate Power (Enhanced Strength +14], Communication [Radio, one-mile radius], Immunity 9 [Life Support], Protection 8 [Impervious], Super-Senses 6 [Darkvision, Direction Sense, Distance Sense, Time Sense], Super-Strength 5)
Drawback: Normal Identity (takes a full round to don the suit, -4 pts)
Background: His compatriots call him "Romeo" for short, because women hate him. A smug, would-be Lothario with rugged good looks and a head full of cheesy, half-baked pickup lines, he seems completely unaware of how absurd and grotesque he looks when he's m the prowl, which s almost always. He's the kind of guy who calls women that he's just met "Baby-Doll". It's no coincidence that most of the women he's managed to date didn't speak English as a first language.

One of the few soldiers here who lives off-base, he's currently married to a woman named Pilar Gomez, who used to be part of the base's cleaning staff. They have an 18 month old daughter who he is too busy to spend much time with. Neither marriage nor fatherhood, nor turning thirty seem to have matured him at all, and they certainly haven't stopped his constant "trolling for tail."

His comrades find him funny and grotesque, and enjoy hearing his constant, outrageous lies about past conquests. Not a stalker, he isn't vindictive to women who turn him down, just baffled. This makes him just barely tolerable for the female member of his team, Hotel Kilo 663 to work with. In any case she's worked with lots of guys like him before and she knows how to handle him—with good-natured, smiling contempt.

Despite being something of a buffoon, Romeo has been wearing powered armor since his days in the Air Force ten years ago, and is the most skilled combatant in the group. He tends to hang back a little in combat and try to assess the enemy's strength, letting the more gung-ho members of his team take the brunt of the first assault. He's a ruthless combatant, willing to sacrifice teams members, take hostages, hit opponents while they are trying to surrender or anything else that he thinks will get the job done.

He sometimes makes leering remarks about some of the older girls he's guarding and isn't above making eyes at them. The special object of his affections is 19 year old Marietta, but she's much too spacey and unaware to have even noticed the way he looks at her. The other girls have certainly noticed, and it creeps them out. Yet Romeo isn't really that interested in Marietta, and leers at her mostly because he's bored. He's smart enough to know that he would never have the opportunity to actually do anything with her, and anyway, he doesn't want his emotions getting complicated if he gets asked to kill the kids. Which he would do, without a second thought.

Yankee Echo 168

PL: 10

Str: 14/30 (With Armor) (+2/+10)
Dex: 12 (+1) **Con:** 12 (+1) **Int:** 16 (+3) **Wis:** 12 (+1) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus**: 10 **Defense:** 7
Toughness Save: 1/10 (With Armor)
Fortitude Save: 5 **Reflexes Save:** 5
Willpower Save: 7

Skills: Bluff 5 (+6), Craft (Electronics) 7 (+10), Craft (Mechanical) 5 (+8), Disable Device 5 (+8), Intimidate 7 (+8), Knowledge (Physical Sciences) 5 (+8), Knowledge (Technology) 5 (+8), Notice 5 (+6), Profession (Soldier) 7 (+10), Search 5 (+6), Sense Motive 3 (+4)
Feats: Accurate Attack, All-Out Attack, Improved Grapple, Power Attack, Rage 2
Powers: Device 18 (Battlesuit; Blast 10 [Power Feats: Alternate Power (Enhanced Strength +16], Communication [Radio, one-mile radius], Immunity 9 [Life Support], Protection 9 [Impervious], Super-Senses 6 [Darkvision, Direction Sense, Distance Sense, Time Sense], Super-Strength 5)
Drawback: Normal Identity (takes a full round to don the suit, -4 pts)

Background: Yankee Echo hates his call-name. During the Civil War, Missouri fought for the Union—but don't try telling that to him. He's from the suburbs of Saint Louis and he takes his identity as a southerner very seriously, exaggerating his mild accent as much as possible. Of course, the suburb that he hails from, Belleville, is technically on the Illinois side of the river, which makes his identity as a son of the Confederacy even more problematic. He's extremely touchy on the subject, which makes his comrades needle him about it a lot. He would dearly love to kill them both, but knows better. Come to that, he would love to have the chance to kill anyone at all.

The boredom of sitting here, endlessly waiting, is really starting to get to him. A bit of a combat junkie, he's reaching the point where he would sooner take a life than not. He does however feel squeamish and conflicted about the prospect of having to kill any of the kids in is charge—or at least the white ones. He's never killed a child of his own ethnicity before, and he isn't sure that he could make himself do it. If the opportunity ever comes up, he will discover to his joy that he's up for it, and will be strutting around all happy and proud for a day or so afterwards.

A technical whiz, he has earned two advanced degrees in engineering since he joined the Army, and understands the function of the powered suits better than either of his comrades. He speaks slowly, as though under tremendous strain. If combat breaks out, he will leap to the front, eager for a fight.

Even though he's angry with his comrades, he won't try to undermine them or shoot them in the back while he fights. He has a lot of difficulty making himself hit women (this too is part of his Southern fetishism) and he will select a male target if at all possible. If he finds that he must fight a woman, he'll get really mad at her for forcing him to break his principles, and he'll go all-out to beat her.

He knows that "Romeo" is a clown, but respects his combat skills and is both amused and horrified by the way he talks about women. If only there were some good way to kill him...

Hotel Kilo 663
PL: 10

Str: 14/30 (With Armor) (+2/+10)
Dex: 14 (+2) **Con:** 12 (+1) **Int:** 12 (+1) **Wis:** 16 (+3) **Cha:** 14 (+2)
Initiative: 1 **Attack Bonus**: 10 **Defense:** 7
Toughness Save: 1/10 (With Armor)
Fortitude Save: 4 **Reflexes Save:** 6
Willpower Save: 6

Skills: Bluff 4 (+6), Diplomacy 6 (+8), Disable Device 4 (+5), Intimidate 7 (+9), Notice 5 (+8), Profession (Soldier) 7 (+8), Search 5 (+8), Sense Motive 4 (+7)
Feats: Accurate Attack, All-Out Attack, Improved Grapple, Power Attack
Powers: Device 18 (Battlesuit; Blast 10 [Power Feats: Alternate Power (Enhanced Strength +16], Communication [Radio, one-mile radius], Immunity 9 [Life Support], Protection 9 [Impervious], Super-Senses 6 [Darkvision, Direction Sense, Distance Sense, Time Sense], Super-Strength 5)
Drawback: Normal Identity (takes a full round to don the suit, -4 pts)
Background: They say that anyone can be a good powered-armor trooper—big, small, male, female, all that matters once you're inside the armor is how good you are at using it. But of course this isn't really how it works. Hotel Kilo 663 has had to fight twice as hard and twice as well as any of her male comrades to get even grudgingly accepted by them. She's nearly the only woman in the program, and she's been battling institutional prejudice against her gender the whole way. She takes this in stride, just as she has taken the occasional harassment from her bosses. That's just how it is, as far as she's concerned. If some one above you in the chain of command says you have to date him, grit your teeth and try to think about something else while you do it. Then see if there's something you can get out of him.

By personal inclination Hotel Kilo 663 is gay, and she is presently having a secret affair with one of the highest-ranking female generals in the Pentagon. If a PC reads her mind at any given moment, she's worrying about how seldom she gets to see her girlfriend and whether the relationship has a future.

She tries very hard to pal around with her male comrades, and is eager to kid them about their foibles. She also studies their weaknesses and makes every effort to out-perform them. It's difficult to be the best soldier on the team with a pair of comrades as gifted as VR995 and YE168.

She will always want to be first to enter combat, the one to score the biggest kill, and if she is given an illegal order she wants to be the first and most enthusiastic soldier to obey it. This has won her the trust of the higher-ups, who know that she tries hard and keeps her mouth shut. If she's ordered to kill one of the kids, the only question on her mind will be whether or not she can do it before either of her teammates.

If you see her with her helmet off she is almost always smiling, but her face looks weary and deeply lined. Most people would never guess that she's only twenty-five.

Security Chief Alpha-Alpha 101

PL: 7

Str: 20 (+5) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 14 (+2) **Wis:** 16 (+3) **Cha:** 14 (+2)
Initiative: 1 **Attack Bonus**: 8 **Defense:** 6
Toughness Save: 4 (1 without body armor)
Fortitude Save: 4 **Reflexes Save:** 3
Willpower Save: 3

Skills: Climb 3 (+8), Drive 4 (+5), Intimidate 7 (+9), Gather Information 5 (+7), Investigate 5 (+7), Medicine 3 (+6), Notice 5 (+8), Profession (federal agent) 5 (+7), Sense Motive 8 (+11)
Feats: Equipment 3 (15 pts. of equipment), Leadership
Equipment: Body Armor (4 Toughness), AK-47 Assault Rifle (Weapon, 5 Damage [Extra: Autofire]), Anti-Tank Rocket Launcher (Weapon, 10 Damage [Extra: Explosion]), .30 caliber heavy machine gun (Weapon, 6 Damage [Extra: Autofire])
Complications: Scared all the time, never lets himself get close to anyone.

Background: Everyone assumes that he got this name because he's head of security, but in fact it's a coincidence. They assign all the names at random. Alpha-Alpha is perhaps the largest man at Area 2501. He played football in college, and it shows. Alpha-Alpha transferred into the unit from the Uniformed Secret Service—the presidential bodyguard detail. This sets him a little apart from his men, all of whom are younger and few of whom have any civilian law-enforcement experience. They speak a different slang and he doesn't want to admit that he doesn't know it, so he holds himself aloof.

Alpha-Alpha looks utterly ferocious—his face is all harsh angles and buttresses of bone. He moves slow, speaks quietly, says the minimum required, forms no personal attachments. His eyes are small and sunken, cold and watchful. He always looks like he hasn't slept well. And he hasn't. A worrywart by nature, Alpha-Alpha is constantly anxious. He knows that this is a superhuman containment facility and he's seen what's happened to other guys who got in the way of superhumans. Plus Dr. Clemente gives him the creeps and he suspects the man may have had something to do with the disappearance of their XO.

He tries to stay out of Dr. Clemente's way and instantly knuckles under to him if they are ever in conflict—which doesn't happen much, unlike a lot of secret research facilities, there is little tension between the scientific and security staff at Area 2501.

Alpha-Alpha seldom ventures out of his office unarmed. Everyone thinks it's because he's a hard guy, but in fact it's because this job has him petrified. If a PC reads his mind, they find that he is worrying. Something awful is sure to happen soon, and he's sure to get blamed for it. Why can't he get this thought out of his head, he wonders?

Major Douglas Catchpole Speight (Chief of Logistical Support)

PL: 7

Str: 14 (+2) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 16 (+3) **Wis:** 18 (+4) **Cha:** 14 (+2)
Initiative: 1 **Attack Bonus**: 7 **Defense:** 7
Toughness Save: 1 **Fortitude Save:** 4
Reflexes Save: 3 **Willpower Save:** 3

Skills: Climb 3 (+5), Computers 4 (+7), Intimidate 8 (+10), Gather Information 4 (+6), Knowledge (Civics) 10 (+13), Medicine 1 (+5), Notice 5 (+9), Profession (Military Administrator) 10 (+13), Search 4 (+8)

Feats: Fearless, Skill Mastery (Knowledge [Civics], Notice, Profession [Military Administrator], Search)

Complications: Fanatical patriot, lives only for his work, has to resist the impulse to compulsively wash his hands.

Background: Major Speight is a battle-scarred veteran who has carried out difficult military administrative assignments in Kosovo and Iraq, keeping logistics coordinated and paperwork flowing properly under extremely hostile and dangerous conditions. For this reason, he was assigned to Area 2501. He's the best of the best. No procedural nightmare or bureaucratic quagmire is beyond his talents. He knows no fear, administrators who have worked under him say in awe.

Despite his relative youth (he's 43) you would expect him to have made Colonel long ago, but his brash, take-no-prisoners approach to administrative procedure antagonizes his superiors. He doesn't care, and feels he can do more good at his current rank anyway.

Like a lot of the most successful administrators, Major Speight has struggled intermittently with obsessive-compulsive disorder for his entire adult life, but he presently has it under control. He also has more than a touch of post-traumatic-stress disorder, as most people can guess just by looking at the disfiguring scars on his face (the legacy of a horrendous copy machine accident in Kosovo)

He is married, but has little time for his wife. She has responded to his neglect by bringing veritable armies of lovers to their house at every hour of the day. He has never noticed.

In the event of an attack on Area 2501, Major Speight will keep his cool and fight valiantly. He never goes anywhere without a sidearm.

If someone were to explain to him what Dr. Clemente is up to, he wouldn't have any moral qualms about it. He would, however, have serious legal concerns. Dr. Clemente's actions violate all kinds of rules, laws and policies, which Major Speight has sworn to uphold. He wouldn't be willing to do anything illegal to help the PCs, but he would certainly be willing to betray the Doctor's actions to his superiors.

Technical Services Staff (Civilian)
PL: 3

Str: 10 (+0) **Dex:** 10 (+0) **Con:** 10 (+0)
Int: 16 (+3) **Wis:** 12 (+1) **Cha:** 10 (+0)
Initiative: 1 **Attack Bonus**: 0 **Defense:** 1
Toughness Save: 0 **Fortitude Save:** 0
Reflexes Save: 1 **Willpower Save:** 3

Skills: Concentration 5 (+6), Computers 6 (+9), Craft (electronic or mechanical) 6 (+9), Disable Device 6 (+9), Knowledge (Physical Sciences) 5 (+8), Knowledge (Technology) 6 (+9), Notice 5 (+6), Profession (computer engineer) 6 (+9), Search 5 (+6)
Feats: Skill Mastery (Computers, Craft, Disable Device, Knowledge [Technology])
Background: The civilian technical staff who work at Area 2501 are mostly here on loan from the Office of Personnel Management. Like a lot of government techs they dress casually and don't have a lot of blind respect for authority. They work on the base's administrative network upstairs and seldom if ever go to the basement levels. There is a lot of unhealthy tension between them and the military techs who work on the base's secure servers in the basement. The two groups try to avoid each other, but there have been some ugly incidents anyway.

Technical Services Staff (Military)
PL: 3

Str: 12 (+1) **Dex:** 12 (+1) **Con:** 10 (+0)
Int: 14 (+2) **Wis:** 12 (+1) **Cha:** 10 (+0)
Initiative: 2 **Attack Bonus**: 2 **Defense:** 1
Toughness Save: 0 **Fortitude Save:** 1
Reflexes Save: 2 **Willpower Save:** 3

Skills: Concentration 5 (+6), Computers 7 (+9), Craft (electronic or mechanical) 7 (+9), Disable Device 7 (+9), Knowledge (Physical Sciences) 6 (+8), Knowledge (Technology) 7 (+9), Notice 5 (+6), Profession (computer engineer) 7 (+9), Search 5 (+6)
Feats: Skill Mastery (Computers, Craft, Disable Device, Knowledge [Technology])
Background: Most of the techs who work on the secure servers on the lower levels of Area 2501 are engineers on loan from the Navy. For some reason a disproportionate number of them have worked on nuclear reactors, although there isn't one at Area 2501. They wear crewcuts, dress conservatively, swear all the time and drink beer. They despise the civilian techs for being slackers and nerds and devote an unhealthy amount of time to playing mean pranks on them.

Generic Researcher

PL: 3

Str: 10 (+0) **Dex:** 10 (+0) **Con:** 10 (+0)
Int: 16 (+3) **Wis:** 14 (+2) **Cha:** 10 (+0)
Initiative: 1 **Attack Bonus**: 0 **Defense:** 1
Toughness Save: 0 **Fortitude Save:** 0
Reflexes Save: 1 **Willpower Save:** 2

Skills: Bluff 5 (+5), Concentration 5 (+7), Computers 6 (+9), Craft (chemical, electronic or mechanical) 6 (+9), 2nd Craft Skill (chemical, electronic or mechanical) 6 (+9), Diplomacy 5 (+5), Disable Device 6 (+9), Knowledge (one science) 8 (+11), 2nd Knowledge Skill (one science) 8 (+11), 3rd Knowledge Skill (technology) 6 (+9), Medicine 6 (+9), Notice 5 (+7), Profession (scientist or doctor) 8 (+11)
Feats: Beginner's Luck, Benefit (has access to classified research), Skill Mastery (both Craft Skills and two Knowledge Skills), Well-Informed
Background: Area 2501 supports a research staff of about thirty. Most are either clinical psychiatrists or neurologists, although there are a few PhD physiologists and biologists in the mix as well. You have to be highly trusted to work here, so more than half of them have previously worked at other secret government labs.
Unlike the security personnel, they have names and lives outside of the base. While there are quarters for them to live on-site if they choose, most commute out to houses or apartments at the end of every day. The security staff resents them, partly for being eggheads and partly for getting to go home after work. There is also tension between the researchers who have MDs and the ones who don't, since only actual medical doctors have to undergo all the exhausting (and sometimes dangerous) work of dealing directly with the patients.

What kind of doctor performs medical experiments on children? The answer is more

complicated than you might think. Most are not madmen, sadists or fanatics. Just patriotic Americans with a tough job to do. It is important to remember that most of the researchers aren't being asked to anything really painful or destructive to the kids. They put them through routine medical exams, help test their powers, and so forth. The most unpleasant thing they might be asked to do is to take the occasional biopsy or blood sample. If Dr. Clemente wants to do something really dangerous or disgusting to one of the test subjects, he either does it himself or entrusts the matter to one of the two or three sociopaths on staff that he knows are willing.

It's true that the test subjects are all effectively prisoners, but then again they are also minors and wards of the state—they have no civil or constitutional rights, any more than any other person under the age of 18. They are being kept in what is effectively a boarding-school/orphanage, and there's nothing illegal about preventing them from leaving the facility. Furthermore, most of the researchers are aware that these kids can be dangerous and they tend to buy the argument that they need to be studied and confined for the good of the country.

There are of course exceptions to the above. A few of the doctors on staff would be perfectly willing to harm or even kill a test subject if Dr. Clemente asked. One or two of them are eager to do it. We don't have room to detail all thirty researchers, but the PCs are unlikely to encounter more than a few of them in any case. We have some personalities and stats for you to use below. If the PCs encounter one of the researchers, you can use the generic template or whichever individual NPC you like.

Dr. Ron Pinkus
PL: 3

Str: 14 (+2) **Dex:** 14 (+2) **Con:** 16 (+3)
Int: 14 (+2) **Wis:** 14 (+2) **Cha:** 10 (+0)
Initiative: 2 **Attack Bonus**: 3 **Defense:** 3
Toughness Save: 3 **Fortitude Save:** 3
Reflexes Save: 2 **Willpower Save:** 2

Skills: Bluff 5 (+5), Concentration 5 (+7), Computers 3 (+5), Craft (chemical) 6 (+8), Diplomacy 6 (+6), Disable Device 6 (+9), Knowledge (Life Sciences) 8 (+10), Medicine 4 (+6), Notice 5 (+7), Profession (clinical psychiatrist) 8 (+10), Sense Motive 4 (+6), Stealth 2 (+4)
Feats: Attractive, Benefit (has access to classified research), Connected
Background: Blandly handsome, agreeable and quiet, Dr. Pinkus blends easily into the background of any room. He doesn't make a strong impression on anyone, although if you look at his blank, movie-star face for long you may notice that his eyes seem oddly hooded, and still. Most people don't remember what his voice sounds like, both because it is so ordinary and because he seldom speaks.

He is an exceedingly dangerous man beneath his flat exterior.

Recruited from Walter Reed Army Medical Center, Dr. Pinkus had been a part of many dubious research projects before he was brought on board at Area 2501. A merely competent psychiatrist and neurologist, he was known for keeping his mouth shut and doing whatever this chief researcher asked without question. He has caused test subjects permanent harm, he has sent them into psychotic episodes, he has executed two of them with lethal injections. He hasn't yet had the chance to harm or kill any children, but he finds the thought interesting.

It is important to note that while Dr, Pinkus is capable of any atrocity, he only does these things if he is ordered to. He's much too carefully controlled to ever lose command of himself and hurt a patient without authorization.

If someone were to ask him how he does the things that he does, he would answer that it's all just a job to him. This isn't strictly true—in fact he gets a real charge out of hurting helpless people, but he's smart enough to find opportunities to do it at work, where he can get away with it, rather than stalk dark alleys for victims.

Anyone who gets to know him outside of a workplace setting will quickly find out what his problem really is. Dr. Pinkus is a misogynist. Everything he does is driven by his hatred of women and his desire to cause them pain. Even his cruelty toward other men is ultimately just redirected anger at all the women he will never get to hurt. Over a few drinks he will quietly express the most distasteful ideas and fantasies

about women you can imagine, never raising his low, calm voice.

Single, he pursues a series of unfulfilling short-term relationships. As a handsome, successful doctor he never has any difficulty getting dates, but once a woman finds herself in a relationship with him he begins to torment her and undercut her self-esteem in any way he can. He never hits them, but his expert psychological cruelty is usually enough to traumatize them anyway.

Physically dangerous, capable of terrible violence if the situation calls for it, he works out constantly, and is in superb physical shape.

As repulsive as the PCs may find Dr. Pinkus, he is potentially their best ally if they attempt to infiltrate Area 2501. He hates his boss, Dr. Vulna Slankard, and would love to have the chance to do her some damage. If the PCs approach him and suggest some kind of a plan that involves stealing the kids and making it look like Dr. Slankard's fault, he will gladly participate (but only if a man proposes it—he will gleefully betray any woman who trusts him). If you get him on your side, Doctor Pinkus will be creepy and unpleasant to work with, although he will be perfectly polite to the PCs—even female ones.

Dr. Vulna Slankard

PL: 4

Str: 8 (-1) **Dex:** 10 (+0) **Con:** 12 (+1)
Int: 18 (+4) **Wis:** 16 (+3) **Cha:** 8 (-1)
Initiative: 1 **Attack Bonus**: 0 **Defense:** 2
Toughness Save: 0 **Fortitude Save:** 1
Reflexes Save: 1 **Willpower Save:** 3

Skills: Concentration 6 (+9), Computers 7 (+11), Craft (chemical) 6 (+10), Craft (electronic) 7 (+11), Disable Device 6 (+10), Knowledge (life sciences) 7 (+11), Knowledge (technology) 9 (+13), Medicine 8 (+11), Notice 4 (+7), Profession (scientist) 7 (+11)

Feats: Beginner's Luck, Benefit (has access to classified research), Benefit (can order the scientists on her team around), Improvised Tools, Inventor, Skill Mastery, (both of her Craft Skills, and both of her Knowledge Skills), Ultimate Effort, Well-Informed

Complications: Constantly whining and complaining.

Background: One of the country's greatest experts on parahuman neurochemistry, Dr. Slankard is an asset to any team, despite her personality problems. She is, quite frankly, a mess. Constantly whining and complaining, petty beyond belief, she has no sense of boundaries and is forever going on and on about some minor grievance she has suffered in her

personal life. She has absolutely no sympathy or compassion for anyone else—her self-pity leaves no room for it. This also makes her uninsightful and quick to judge people—a trait that has kept the loathsome Dr. Pinkus safe for a while now. Overweight, untidy in her personal hygiene and prone to abusing her power over her underlings, she is difficult company. She does her job well, but can't stop boasting about how much she knows about her chosen field and whining about how unfairly her colleagues have treated her.

The children dislike her but don't fear her nearly enough. Her lack of empathy is so complete that she is capable of doing nearly anything to them.

You might expect someone who is so petty to be vengeful, but in fact she's too distractible and preoccupied to get really focused on taking revenge—she's much too wrapped up in some awful unfair thing that someone did to her today to remember an indignity she suffered last year.

She is a sadist, but an impulsive one. She never plans to be cruel or spiteful, she just loses her temper and lashes out at her underlings or patients.

Dr. Slankard is not brave, and if her life were threatened she would collapse into a screeching, blubbering wreck. With a gun to her head she will try to do anything the PCs request, but her self composure will be so utterly shattered that she won't be capable of much—all her skills are halved if she's under threat of violence. Threatening her husband or her three fat, whining daughters won't elicit much sympathy from her. She doesn't care deeply enough about any of them. Threatening her person is a lot more effective.

Dr. Langdon Everall
PL: 4

Str: 16 (+3)	**Dex:** 10 (+0)	**Con:** 14 (+2)
Int: 18 (+4)	**Wis:** 16 (+3)	**Cha:** 14 (+2)
Initiative: 0	**Attack Bonus**: 3	**Defense:** 1
Toughness Save: 2	**Fortitude Save:** 2	
Reflexes Save: 0	**Willpower Save:** 3	

Skills: Concentration 5 (+8), Computers 5 (+9), Craft (chemical) 6 (+10), Diplomacy 7 (+9), Disable Device 5 (+9), Knowledge (Life Sciences) 8 (+12), Knowledge (Philosophy and Theology) 8 (+12), Knowledge (technology) 6 (+10), Medicine 8 (+12), Notice 5 (+8), Profession (scientist) 8 (+12)
Feats: Beginner's Luck, Benefit (has access to classified research), Skill Mastery, (Craft [Chemical], Concentrate, Disable Device, Medicine), Well-Informed
Background: Dr. Everall looks like an ogre, but he's a pussycat. A large, burly, overweight man with huge muscles on his arms, the left side of his face is covered with scars and he wears a patch over the place where his left eye used to be. He walks with a heavy limp. He has a shaggy white beard and a frizzy mane of white hair. Despite his disfigurement he is a happy, enthusiastic man, constantly smiling, always brimming over with energy. His voice is deep, loud and boisterous.

He's the only African-American on the research team—Dr. Slankard doesn't like them and tries to keep them out, but Everall's reputation was too strong for her to block him. She tries to make things difficult for him in little ways, but the big-hearted Dr. Everall never seems to notice. Flamboyant and grandiose, with a personality as outsized as his body, he never takes anything personally and seems determined to see the best in everyone. Except parahumans. He has been involved in secret parahuman research for decades at one or another facility, and he has come to believe that they are all intrinsically dangerous. A parahuman child maimed him during an experiment back in 1978 and his mutilated body constantly reminds him not to think of the test subjects as children, no matter how cute or charming they might seem. His sympathetic, humane temperament frequently makes this difficult for him.

Forthright, all but incapable of telling a lie, he has difficulty making himself hurt insects, let alone human beings. Secrecy weighs heavily upon him (it seems too much like lying) and it's getting harder and harder for him to ignore how the test subjects suffer. He could never actually kill anyone.

Dr. Everall has noticed signs of what he calls incipient mental illness (he doesn't believe anyone is actually "evil" and never uses the word) in Dr. Clemente and is troubled by it. In fact he is beginning to feel badly conflicted about his work here on a lot of levels. It doesn't

affect his outward good cheer, but he's having terrible doubts. This does not mean that it's safe for the PCs to approach him. Dr. Everall mistrusts "superheroes" and his honesty and patriotism would never let him betray his employers, no matter what he suspects them of. Threatening him won't work either—he's exceedingly brave.

Dr. Everall is one of the few staff members who lives on base. He never married and has no family. His room is tidy, but he has far too many cats.

Generic Teacher
PL: 1

Str: 10 (+0) **Dex:** 10 (+0) **Con:** 10 (+0)
Int: 14 (+2) **Wis:** 12 (+1) **Cha:** 12 (+1)
Initiative: 0 **Attack Bonus**: 0 **Defense:** 1
Toughness Save: 0 **Fortitude Save:** 0
Reflexes Save: 0 **Willpower Save:** 1

Skills: Computers 3 (+5), Knowledge (any) 5 (+7), Knowledge (any) 3 (+5), Notice 5 (+6), Notice 3 (+4), Profession (teacher) 3 (+5), Search 4 (+5)
Background: Poor doomed Greg Pelleg was not the only teacher at Area 2501. It is unlikely that the PCs will encounter any of the teaching faculty during the raid—in order to find the children all together in their dorm they will probably have to assault the base at night, long after school is out for the day. However, if the GM would like to add an innocent bystander to the big fight, perhaps one of the teachers is working late when they attack Area 2501. It is also possible that the PCs might try to infiltrate the base, rather than assault it, in which case their odds of coming into contact with the teaching faculty are much higher.

Here are some stats for a generic teacher. Carefully selected for loyalty and patriotism, most of them have taught on US military bases and a lot of them hold some kind of military rank (which of course doesn't give them any authority at Area 2501).

They are a varied lot. Some of them love their students and will try to protect them, others don't care about the kids at all. Some are troubled by the work they do here, others feel that it's their patriotic duty and still others have never bothered to question it. Some are brave, some will panic or freeze under stress. I addition to this generic template, we have some individual personalities listed below, just in case you need them.

Wilda Wallencourt
PL: 1

Str: 10 (+0) **Dex:** 10 (+0) **Con:** 12 (+1)
Int: 10 (+0) **Wis:** 12 (+1) **Cha:** 8 (-1)
Initiative: 0 **Attack Bonus**: 1 **Defense:** 1
Toughness Save: 1 **Fortitude Save:** 1
Reflexes Save: 0 **Willpower Save:** 1

Skills: Intimidate 2 (+1), Knowledge (Civics) 6 (+6), Knowledge (Physical Science) 5 (+5), Knowledge (Current Events) 3 (+3), Notice 3 (+4), Profession (teacher) 6 (+6),
Background: A gifted math teacher whose odd personality makes her useless for almost anything else, Mrs. Wallencourt may be the strangest person the PCs have ever met.

She knows exactly how to explain mathematics to third-graders and seems to have memorized the curriculum word-for word. She can recite the precise phrase that you are supposed to say to a student when they get stuck on one kind of problem or another, the exact explanation to get the class past various conceptual obstacles, but she seems to do this all by rote. Ask her about anything but third grade math, and she will respond with some kind of bizarre non-sequitur which makes it obvious that she hasn't understood a thing you said. Is she mildly autistic? Very autistic? On drugs? Both her students and her colleagues debate this question endlessly.

A short, skinny, ageless woman with deep frown lines in her forehead, she wears thick aviator-style glasses that make her eyes look inhuman and somehow fishlike. The fact that they don't point in the same direction doesn't help. Her clothes are always drab brown and grey—it amazes people that she can still find shades that clash. She owns a seemingly inexhaustible supply of ugly sweaters and long shapeless skirts. Her voice is a rapid droning mumble, rising or falling in pitch seemingly at random.

An Army brat, she has spent her whole career on military bases, and might not be able to function outside of such a structured environment. Yet whenever she isn't teaching, she travels the world with her husband (a shy

and inarticulate computer engineer who works for the Department of Defense), bringing back endless slides of herself looking addled and confused in Bhutan or New Guinea or the Brazilian rainforest. Even though she's a math teacher, she insists on showing these slides to her class and it's clear from her muddled explanations that she sometimes doesn't know what country she visited.

Inexplicably, she won the Golden Apple award for teacher of the year at some point back in the eighties, and displays it proudly on her wall. How this ever could have happened is a source of wonderment to everyone who knows her.

If she is threatened or taken hostage, Mrs. Wallencourt won't know how to react, and will blurt puzzled nonsensical gibberish at whoever is threatening her. If physically attacked, she runs away in a random direction, then pauses for a round and runs away in a different random direction.

Vernon Spazzler
PL: 1

Str: 10 (+0) **Dex:** 10 (+0) **Con:** 10 (+0)
Int: 14 (+2) **Wis:** 14 (+2) **Cha:** 12 (+1)
Initiative: 0 **Attack Bonus**: 0 **Defense:** 1
Toughness Save: 0 **Fortitude Save:** 0
Reflexes Save: 0 **Willpower Save:** 1

Skills: Computers 3 (+5), Knowledge (life sciences) 5 (+7), Knowledge (physical sciences) 3 (+5), Knowledge (Technology) 3 (+5), Notice 3 (+4), Perfomance (Oratory) 6 (+7), Profession (teacher) 3 (+5), Sense Motive 3 (+5)

Background: One look at Mr. Spazzler's furry eyebrows, polyester sport coat and ruff of frizzy hair and you will know at once that he is a science teacher, because no one else looks like that. His tie is covered with images of molecules and galaxies and formulae, which clinches the matter.

Mr. Spazzler has a loud, cheerful voice, an endless supply of corny jokes and a kind of brusque bonhomie. He treats the role of being a science teacher much like an actor, making dramatic entrances and doing his best to hold his students' attention with his theatrical, stagy manner. He's a great fan of showy classroom demonstrations and bad puns. One of his students compared him to the world's worst prop comic and his feelings weren't hurt.

In fact he barely has any to hurt. A fundamentally cold man, underneath his jokes and bluster lie nothing but a strong desire to get through the day and go home to his ham radio set. He could not care less whether his students learn, fail, live or die. He tries as hard as he can to hold their attention, but that's just because it makes it easier. He's prone to overlooking misbehavior in his class, but it's not because he's lenient or sympathetic, it's because he doesn't want to go to all the extra effort of imposing punishments.

A civilian, he was recruited from a distinguished private boy's school because of his PhD and his reputation as a solid team player (in other words, a teacher who never made any trouble for the administrators). Because he was teaching the sons of foreign dignitaries and diplomats, he already had a security clearance.

Mr. Spazzler vaguely wanted to be a research chemist like his father, but once he got his PhD he found that he lacked the inspiration to be a good researcher, for nothing but short wave radio and pornography had ever interested him. He has a plump, histrionic wife who is desperate to get his attention and a sullen adolescent son who hates his guts. He barely notices either of them.

Greg Pelleg came to Mr. Spazzler with his suspicions about what kind of work is really going on at Area 2501. Spazzler didn't pay much attention, but made sympathetic, noncommittal sounds. He agreed to help Greg get to the bottom of this matter, and then let him down and did nothing. He has noticed that Pelleg subsequently disappeared and assumes that he must have snooped in the wrong place, and been done away with. That probably means he was right about Area 2501. Spazzler doesn't care about this fact, and doesn't bother to think about it very much.

Not especially brave or patriotic, if the PCs threaten Mr. Spazzler he keeps his cool and does whatever they want, looking for a chance to get away.

Miss Laney McPheeters
PL: 1

Str: 8 (-1) **Dex:** 14 (+2) **Con:** 10 (+0)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 16 (+3)
Initiative: 0 **Attack Bonus**: 0 **Defense:** 1
Toughness Save: 0 **Fortitude Save:** 0
Reflexes Save: 2 **Willpower Save:** 1

Skills: Diplomacy 6 (+9), Knowledge (art) 5 (+6), Knowledge (popular culture) 3 (+4), Language (French), Notice 5 (+6), Notice 3 (+4), Performance (Singing) 5 (+8), Perform (Stringed Instruments) 4 (+7), Perform (Wind Instruments) 4 (+7), Profession (teacher) 3 (+4)
Feats: Attractive
Background: Miss McPheeters is a very young teacher who hasn't quite worked out what she wants to do with her life. Skinny and small, with big, wide, shocked-looking eyes, her voice is reedy and thin. She never wears makeup but favors lots of big heavy jewelry that clanks and rattles. She wears peasant blouses and loose flowing skirts. Pretty, in a frail and wispy kind of way, Miss Mcpheeters' male students are all in love with her. A very pale blonde, her hair is starting to turn prematurely gray.

Miss McPheeters teaches music and art. She sings well, (although her voice doesn't have much carrying power) and she would like to pursue a career as a folksinger or a classical soloist.

She got this job in an odd kind of way. Shortly after her first internship, Miss McPheeters worked as a remedial English teacher at a federal prison. She got taken hostage during a prison riot and actually managed to persuade her kidnappers into surrendering to the authorities. This seemed to the administrators at Area 2501 like just the kind of teacher they needed, so they got in touch and asked if she would like to serve her country. That sounded good to her, and for the past year she's been teaching at Area 2501, proud to have such an important post.

She's sweet, gentle and kind by nature and if her students didn't like her so much they would walk all over her. Apolitical and somewhat naïve, she thinks the best of everyone, including Dr. Clemente and would never believe that anything really bad could be going on at Area 2501. Nor can she be persuaded to break the law.

If the PCs take her prisoner she will be visibly frightened, but won't stop trying to convince them to turn themselves in to the authorities. She will not and cannot believe any of the things Nocturne has to say about Project Outlook Unlimited and insists that the Player Characters will be dealt with fairly if they just give themselves up to the police.

She remembers Greg Pelleg, but she didn't like him, found him harsh and abrasive, and is frankly glad that he's gone. Greg never shared any of his suspicions. with her.

Presently single, Miss McPheeters wishes she had a boyfriend even though guys almost always treat her badly—she has a way of bringing out the bully in people.

The Super-Kids

Here are stats and descriptions for eleven of the twelve kids in the containment area. You can find stats for the twelfth one, Tommy Shanker, in Scene One on Page 19.

All but two of them kids want very badly to get out of Area 2501. None of them have any parents or other family members in the outside world. They have all been here for at least a couple of years and are a little unworldly, even for kids their age.

Because their days are so rigidly organized and closely monitored, they seldom have any chance to carry on private conversations among themselves and as a result a lot of them don't know one another very well, despite having lived and studied side by side for years. They will react quite differently from one another if they come under fire, so study their personalities and motivations carefully.

The kids have been engineered to come into their powers slowly and under controlled conditions, for this makes them much easier to control. Each one of the children is a potential PL 10 superbeing, but right now most of them are very fragile—mere PL0 civilians. Some of them have minor abilities like being able to lift small objects with Telekinesis or project images of their thoughts on the wall, and the hyper-intelligent one is already smarter than most adults, but none of the children have any really useful powers yet except for Miko Nobiyashi (see her stats and description on Page 160), and

she may or may not be willing to demonstrate her powers in front of the PCs.

The kids are curious about the world outside Area 2501. They know as much about it from books and TV as any typical child, but none of them have seen it with their own eyes. They don't like being locked up, they don't like the guards and above all they hate being subjected to Doctor Clemente's endless rounds of painful tests. Most of the kids have begun to realize that something is wrong with Dr. Clemente and they are all afraid of him. The PCs won't have to worry about any of the kids raising the alarm.

At the GM's whim, any one of the children could suddenly manifest their powers at full strength under the stressful conditions of the escape, instantly turning into a PL 9-11 character. This could either help or hurt the PCs. The kid could either come to the PCs' aid if they get into a tight spot or start firing off some kind of offensive power at random, unable to control it, wreaking havoc on their rescuers and classmates. We have included two sets of stats for each of the test subjects—one for their current powerless state, and one for when they come into the full use of their abilities. As noted above, a kid who suddenly develops powers may be in full command of them, or helplessly unable to control them, or anywhere in between, at the GM's whim.

Bobby
PL: 0

Str: 10 (+0) **Dex:** 6 (-2) **Con:** 14 (+2)
Int: 16 (+3) **Wis:** 8 (-1) **Cha:** 10 (+0)
Initiative: 0 **Attack Bonus**: 0 **Defense:** 0
Toughness Save: 0 **Fortitude Save:** 5
Reflexes Save: -2 **Willpower Save:** -1

Skills: Bluff 5 (+5), Disable Device 3(+1), Intimidate 3 (+3)
Feats: Distract (Linked to Bluff), Startle, Taunt
Drawbacks: Disabled (Withdrawn into a catatonic fugue, can't use any of his feats or skills, can't attack or defend, -4pts)

(When he comes into full command of his powers, his stats look like this)
PL: 9

Str: 26/10 (+8/+0) **Dex:** 22/16 (+6/+3)
Con: 24/14 (+7/+2) **Int:** 16 (+3)
Wis: 16 (+3) **Cha:** 16 (+3)
Initiative: 10 **Attack Bonus**: 8
Defense: 9 (6 if caught Flatfooted) **Toughness Save:** 10 (7 if caught Flatfooted) **Fortitude Save:** 9 **Reflexes Save:** 9 **Willpower Save:** 9

Skills: Bluff 5 (+8), Disable Device 3 (+9), Intimidate 5 (+8)
Feats: Defensive Roll 3, Distract (Linked to Bluff), Dodge Focus 3, Improved Initiative, Startle, Taunt
Powers: Enhanced Strength 16, Enhanced Constitution 10, Enhanced Dexterity 6, Leaping 5 (Leaping Distance x50)

Background: Sixteen-year old Bobby (he didn't know his last name) was once the group's loudmouthed, defiant joker. Now he isn't much of anybody. After a recent round of treatments, Bobby became first depressed and then catatonic. Now he just sits and stares, unable to respond to any stimulation at all, completely out of touch with the world.

For some reason Dr. Clemente insists that Bobby still attend all his classes and be graded on them. Guards in power armor pick him up and carry him to each of his classes, propping him up drooling and insensible, while the lesson goes on. The teachers are instructed to grade him on his answers to tests and questions, although of course he never gives any. The others either liked him or were annoyed by his defiant antics. Now they all sympathize with him. Ellen 2 was his best friend, and she will refuse to leave unless the PCs carry Bobby's unconscious body with them.

If he suddenly comes into his powers and can control them, Bobby will first look confused, then suddenly grin and regain all of his quick-witted, angry charm. Once he has regained his senses, he is an eager, enthusiastic combatant, who will have to be restrained from staying too long so that he can clobber the guards some more.

Artie Pffefner
PL: 0

Str: 10 (0) **Dex:** 10 (+0) **Con:** 10 (+0)
Int: 14 (+2) **Wis:** 8 (-1) **Cha:** 14 (+2)
Initiative: 0 **Attack Bonus**: 0 **Defense:** 0
Toughness Save: 0 **Fortitude Save:** 0
Reflexes Save: 0 **Willpower Save:** -1

Skills: Diplomacy 5 (+7), Knowledge (Earth Sciences) 5 (+7), Knowledge (Life Sciences) 5 (+7), Knowledge (Physical Sciences) 5 (+7), Knowledge (Technology) 5 (+7), Notice 5 (+4), Profession (Student) 3 (+5), Sleight of Hand 2 (+2)
Feats: Skill Mastery (Knowledge [Earth Sciences], Knowledge [Life Sciences], Knowledge [Physical Sciences], Knowledge [Technology])

(When he comes into full command of his telekinetic powers, his stats look like this)
PL: 9

Str: 10 **Dex:** 14 (+2) **Con:** 14 (+2)
Int: 14 (+2) **Wis:** 12 (+1) **Cha:** 14 (+2)
Initiative: 4 **Attack Bonus**: 9 **Defense:** 9
Toughness Save: 11/2 (Without Force Field)
Fortitude Save: 7 **Reflexes Save:** 8
Willpower Save: 8

Skills: Diplomacy 5 (+7), Knowledge (Earth Sciences) 5 (+7), Knowledge (Life Sciences) 5 (+7), Knowledge (Physical Sciences) 5 (+7), Knowledge (Technology) 5 (+7), Notice 5 (+6), Profession (Student) 3 (+5), Sleight of Hand 2 (+4)
Feats: Power Attack, Skill Mastery (Knowledge [Earth Sciences], Knowledge [Life Sciences] 5, Knowledge [Physical Sciences], Knowledge [Technology])
Powers: Blast 10, Create Objects 9 (Extra: Movable; Power Feats: Stationary, Tether), Flight 6 (Maximum Speed: 500 MPH), Force Field 9 (Extra: Impervious), Telekinesis 9

Background: Tall and scrawny as a scarecrow, with an unruly mop of curly red hair, Artie would stand out in any crowd. He is gentle, funny and kind by nature, and all the other kids like him. At sixteen he is one of the older ones and by far the tallest in the group—even taller than Marietta.

A little socially maladroit from being cooped up in the facility through most of his adolescence, he still has a good sense of humor and a kind of awkward charm. His voice hasn't fully broken yet and he squeaks whenever he gets excited. The limited opportunities to socialize with the other kids don't give him enough chances to be kind to them, but he does what he can to help keep their spirits up.

While he is nice, he isn't brave, and will not cope well in a combat situation, ducking and wailing and trying to hide. He may burst into tears if he comes under fire or he may even (at the GM's option) panic and run away blindly in some random direction, complicating their efforts to rescue him.

If he discovers his powers, he discovers his confidence, too, and will do his best to help protect his classmates despite his evident terror. Even then he won't be able to bring himself to directly harm any of the guards.

He has a painful infatuation with Ellen 2, which he has never acted on. If her life is threatened (and he hasn't yet discovered his powers), he will hide, weeping, unable to face his fears and come to her aid, amazed and disgusted with himself.

He didn't like Bobby at all, but he understands how important he is to Ellen 2, and if he comes into his powers he will do his very best to keep Bobby alive.

Unlike many of the kids, Artie remembers his last name and has some truly appalling memories of being taken away from his family by men in suits. It seems to him that his mom, dad and little brother probably died during the incident. He tries not to think about his family or his past, because it makes him unhappy. The idea of taking revenge is completely foreign to him.

Marietta

PL: 0

Str: 8 (-1) **Dex:** 10 (+0) **Con:** 12 (+1)
Int: 8 (-1) **Wis:** 6 (-2) **Cha:** 16 (+3)
Initiative: 0 **Attack Bonus**: 0 **Defense:** 0
Toughness Save: 0 **Fortitude Save:** 1
Reflexes Save: 0 **Willpower Save:** -2

Skills: Bluff 1 (+4), Notice 4 (+2), Perform (Dance) 3 (+6), Profession (Student) 2 (+1)
Feats: Attractive, Fascinate (Linked to Perform [Dance])

(When she comes into full command of her powers, her stats look like this)
PL: 9

Str: 14 (+2) **Dex:** 16 (+3) **Con:** 12 (+1)
Int: 8 (-1) **Wis:** 6 (-2) **Cha:** 16 (+3)
Initiative: 3 **Attack Bonus**: 9 **Defense:** 9
Toughness Save: 10/1 (Without Force Field)
Fortitude Save: 6 **Reflexes Save:** 8
Willpower Save: 9 (-2 without Mind Shield)

Skills: Bluff 1 (+4), Notice 4 (+2), Perform (Dance) 3 (+6), Profession (Student) 2 (+1)
Feats: Attractive, Fascinate (Linked to Perform [Dance]) Rage 2
Powers: Force Field 9 (Extra: Impervious), Mind Shield 11, Sensory Shield (Visual) 9, Strike 9 (Extra: Mighty)
Background: A willowy blonde with arresting cobalt-blue eyes, Marietta is the oldest but the most childlike of the twelve kids. She's nineteen, but has spent so much of her life in Area 2501 that she hasn't had a chance to outgrow playing with dolls or making up imaginary friends. Spacey, dreamy and not very bright, she lives largely in a world of her own imaginings and frequently says things that don't make sense. She is very close to eleven-year-old Janie, and isn't any more mature. She talks to herself sometimes, running her long skinny fingers through her blonde hair and staring off at nothing. She isn't shy, and will cheerfully converse with the PCs about Barbies and how much she likes pizza night. Marietta finds the thought of leaving Area 2051 terrifying and she will at first refuse to go with the PCs. When she sees everyone else leaving, however, she will find this even scarier, and will change her mind. She has misgivings about going into the outside world, although she can't express them very clearly, and will get visibly more anxious the closer they come to escaping.

If Marietta gets shot at or otherwise attacked, she will stare blankly at her attackers, unsure what to do, unless she gets hurt, in which case she will either run away screaming and crying, or savagely attack them, screaming and crying. She is capable of killing someone when she gets worked up into a blind fury, since she isn't smart enough to understand how serious death is.

Number Fifteen
PL: 0

Str: 6 (-2) **Dex:** 8 (-1) **Con:** 8 (-1)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 8 (-1)
Initiative: -1 **Attack Bonus**: 0 **Defense:** 0
Toughness Save: 0 **Fortitude Save:** -1
Reflexes Save: 0 **Willpower Save:** 1

Skills: Diplomacy 2 (+1), Knowledge (Earth Sciences) 2 (+3), Knowledge (History), 2 (+3), Knowledge (Life Sciences) 1 (+2), Knowledge (Physical Sciences) 2 (+3), Notice 3 (+4), Profession (Student) 2 (+3)

(When he comes into full command of his telekinetically enhanced might, his stats now look like this, although his body still looks just as frail)
PL: 9

Str: 30/8 (+10/-1) **Dex:**10 (+0)
Con: 30/10 (+10/+0) **Int:** 12 (+1)
Wis: 12 (+1) **Cha:** 14 (+2)
Initiative: 0 **Attack Bonus**: 9 **Defense:** 8
Toughness Save: 10 **Fortitude Save:** 10
Reflexes Save: 4 **Willpower Save:** 6

Skills: Diplomacy 2 (+5), Intimidate 3 (+5), Knowledge (Earth Sciences) 2 (+3), Knowledge (History), 2 (+3), Knowledge (Life Sciences) 1 (+2), Knowledge (Physical Sciences) 2 (+3), Notice 3 (+4), Profession (Student) 2 (+3)
Feats: All-Out Attack, Power Attack, Takedown Attack
Powers: Enhanced Constitution 22, Enhanced Strength 20, Impervious Toughness 9, Leaping 9 (x1000 distance), Super-Strength 7 (Maximum Load= 12 tons; Power Feats: Groundstrike, Shockwave)

Background: Number Fifteen can't remember any life before the facility and wonders if he was born here. He doesn't have a name—Doctor Clemente has never bothered to give him one. He's just Test Subject Number Fifteen. Since there are twelve kids, it has occurred to all of them to wonder what happened to Numbers Thirteen and Fourteen.

Skinny, wasted and unhealthy, he has a kind of grayish pallor that looks almost inhuman and his hair has all fallen out. Big, crumbling flakes of skin seem to drop off him constantly and he apologizes for it. He moves stiffly, as though in pain (at least until his powers erupt).

Most of the other kids feel a lot of sympathy for Number Fifteen, and will be demoralized if anything happens to him. He's particularly close to Alexandra, who mothers him as much as she can, given how little contact is allowed between test subjects.

Number Fifteen is very eager to get out of Area 2051, but he's afraid of letting the others down with his physical weakness. When the PCs and Nocturne tell him they've come to rescue him, he looks doubtful and says: "I'm not sure I can keep up." If they offer to take him anyway, he gratefully agrees to go.

Violence frightens Number Fifteen, but while he would run away from men with guns if he was on his own, he won't panic, start screaming or run away blindly if the PCs are with him. He has a hard time making himself hurt other people and until his powers manifest he won't be willing to do any fighting. If handed a gun, he protests that he doesn't know how to use one and tries to hand it back.

Alexandra
PL: 1

Str: 8 (-1) **Dex:** 10 (+0) **Con:** 12 (+1)
Int: 18 (+4) **Wis:** 12 (+1) **Cha:** 12 (+1)
Initiative: 0 **Attack Bonus**: 0 **Defense:** 1
Toughness Save: 0 **Fortitude Save:** 1
Reflexes Save: 0 **Willpower Save:** 1

Skills: Diplomacy 2 (+3), Knowledge (Art) 2 (+6), Knowledge (Earth Sciences) 1 (+5), Knowledge (History) 2 (+6), Knowledge (Life Sciences) 1 (+5), Knowledge (Theology and Philosophy) 2 (+6), Notice 2 (+3), Profession (Student) 2 (+6), Sense Motive 2 (+3), Stealth 2 (+2)
Feats: Attractive

(When she comes into full command of her powers, her stats look like this)
PL: 9

Str: 8 (-1) **Dex:** 10 (+0)
Con: 26/12 (+8/+1) **Int:** 18 (+4)
Wis: 12 (+1) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus**: 9 **Defense:** 9
Toughness Save: 8 **Fortitude Save:** 9
Reflexes Save: 6 **Willpower Save:** 8

Skills: Diplomacy 2 (+3), Knowledge (Art) 2 (+6), Knowledge (Earth Sciences) 1 (+5), Knowledge (History), 2 (+6), Knowledge (Life

Sciences) 1 (+5), Knowledge (Theology and Philosophy) 2 (+6), Notice 2 (+3), Profession (Student) 2 (+6), Sense Motive 2 (+3), Stealth 2 (+2)
Feats: Attractive, Power Attack
Powers: Enhanced Constitution 14, Healing 9, Mental Blast 9, Nauseate 9 (Extra: Range), Regeneration 14 (Can recover from being Bruised, Disabled, Injured, Staggered or Unconscious as a Standard Action), Stun 9 (Extra: Range), Suffocate 9 (Extra: Range)

Background: A shy fourteen-year-old, often depressed but eager to please adults, Alexandra is one of the smartest kids in the class. She's about as healthy and well-adjusted as any kid who has spent her life in a laboratory could be. She has a sly ironic wit, but it's gentle and self-deprecating, not sullen and mean.

Her skin is as pale as an albino's. It becomes completely transparent when she blushes, which she does a lot. Her hair is jet black, with a white streak running through it. She doesn't dye it this way—that's just what it looks like. The "whites" of her eyes are black, and the irises glow a strange reddish-orange. Her canine teeth are long and pointed—but no more than a lot of girls who haven't had orthodontic work.

She's pretty sure that Alexandra isn't her real name—it's some kind of joke Dr. Pinkus came up with. She looks like a character in some old cartoon from the seventies who has the same name. Alexandra doesn't mind. It's a pretty name, and she thinks her real name may have been Harriet, which isn't nearly as nice.

She doesn't recall much about life before Area 2051, but she vividly remembers killing her whole family in a childish tantrum at the age of two or three. This memory haunts her, torments her and is never far from her thoughts. She can't remember anything about her parents or sisters, not even their names, and yet the deaths of these strangers are the most significant event in her life. This seems somehow funny to her, in a bitter kind of way.

While Alexandra doesn't have much confidence and often has great difficulty speaking up, she isn't asocial like Miko—she loves people and wants to be nice to them. She tries to mother and act kind to the other kids, but she isn't as good at it as Artie because she's too tentative. She pays particular attention to poor sickly Number Fifteen. Alexandra has a bad crush on Artie, but knows that he likes Ellen 2 and anyway she knows that it's impossible to do anything about her feelings while they're cooped up under observation. She's smart and self-aware enough to know how ridiculous and ordinary the group's romantic entanglements are, and to laugh at herself a little for it.

While she isn't very brave, if her classmates are threatened, Alexandra will do her best to protect them despite her fear. Too empathic to make herself cause anyone serious injury, she has sworn a solemn oath to herself never to kill anybody again. If either Artie or Number Fifteen is in danger of losing their life, she will abruptly put her oath aside and kill whoever is threatening them. Then she will feel really bad about it for a long, long time.

Ellen 2
PL: 0

Str: 8 (-1) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 14 (+2)
Initiative: 1 **Attack Bonus**: 0 **Defense:** 0
Toughness Save: 0 **Fortitude Save:** 3
Reflexes Save: 4 **Willpower Save:** 1

Skills: Bluff 1 (+3), Profession (Student) 2 (+3), Stealth 3 (+4)

(When she comes into full command of her powers, her stats look like this)
PL: 9

Str: 8 (-1) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 12 (+1) **Wis:** 12 (+1) **Cha:** 14 (+2)
Initiative: 5 **Attack Bonus**: 8 **Defense:** 8
Toughness Save: 1 **Fortitude Save:** 5
Reflexes Save: 7 **Willpower Save:** 6

Skills: Bluff 1 (+3), Profession (Student) 2 (+3), Stealth 3 (+4)
Feats: Improved Initiative, Power Attack
Powers: Element Control (Fire) 10 (Power Feats: Alternate Powers [Blast, Deflect (All Ranged Attacks), Environmental Control (Heat), Obscure, Suffocate)

Background:A hyperactive, jittery little pyromaniac, Ellen 2 (there used to be two kids named Ellen, then one of them vanished) is desperate for attention and affection. Socially maladroit, she talks too fast and tries too hard

to make new friends. Ellen 2 sets fires and mutilates herself when she gets overexcited. She had a terrible monster crush on Bobby, and now that he's been reduced to a vegetative state she is starting to get depressed. For the moment she's still pretty manic, laughing and trembling for no apparent reason, cutting herself with any sharp object she can find. Ellen 2 is small for her age (although not as small as Miko) with long red hair and a crazy smile that never seems to go away, even if she is angry or scared.

Devoted to Bobby, she will refuse to leave unless the PCs agree to take him, too. In fact, as soon as they arrive and announce that they are here to liberate the kids, she will assume that they intend to leave Bobby behind and will run into his room, shouting that she won't go unless they take him. Prone to trembling fits and panic attacks, if she is given a weapon Ellen 2 will get much too excited to actually use it, and may dissolve into a useless giggling fit.

Once her powers develop she becomes totally fearless in combat, reveling in her new abilities and taking crazy chances. If she actually kills anyone in the heat of combat she will be consumed with guilt afterwards, and will start mutilating herself even worse.

Miko Nobayashi
PL: 9

Str: 8 (-1) Dex**:** 12 (+1) **Con:** 12 (+1)
Int: 16 (+3) **Wis:** 16 (+3) **Cha:** 10 (+0)
Initiative: 4 **Attack Bonus**: 8 **Defense:** 8
Toughness Save: 1 **Fortitude Save:** 7
Reflexes Save: 6 **Willpower Save:** 9

Skills: Notice 3 (+6), Profession (Student) 2 (+5), Stealth 2 (+3)
Powers: Deflect 10 (vs. all ranged attacks; Flaw: Limited Power [only works on attackers who have a Willpower stat, has no effect on constructs or automated defense systems]), ESP 9 (Visual and Auditory), Invisibility (Concealment from all visual senses; Flaw: Limited Power [provides no concealment from cameras or constructs]), Telepathy 10 (Power Feats: Alternate Powers [Emotion Control, Illusion, Mental Blast, Mind Control])

Background: Miko looks like the youngest child in the group, but in fact that's Janie. A tiny, scrawny girl with enormous, spooky eyes, Miko appears to be ten but is in fact thirteen. Extremely withdrawn, she has great difficulty making herself speak. She also doesn't blink very much—an unnerving habit in a child with such big eyes.

She seems to have two facial expressions: spooky blank and spooky sad. If she sees any actual violence, and someone who isn't on her side gets gunned down, she will reveal her third expression—an even spookier smile.

Under her mild exterior Miko is filled with violent, morbid fantasies. If offered the opportunity to fight she will take to it with a relish that is truly frightening. Later on she may learn more empathy, but right now she is prepared to be totally ruthless to anyone who attempts to harm her.

A lot of shy people harbor a deep, lonely need for human contact. Miko isn't like that at all. People over-stimulate her and she seeks to avoid the annoying and anxious feelings that they cause her. She is both smart and brave and will keep her head even under enemy fire.

If the PCs get into a bad situation she may break her usual silence and gravely utter some brief advice that saves them. The other kids don't notice Miko much and none of them have had a chance to get close to her.

Doctor Clemente has not yet noticed that the power-suppression drugs haven't worked on Miko. She is a full-fledged PL 9 telepath, but she enjoys using her powers and doesn't want them taken away, so she has been mentally coercing Dr. Clemente and the other researchers not to notice. The instruments detect her powers, but the people monitoring them don't read them correctly when she's hijacked their minds.

Miko would love to get out of Area 2501 but she's sure they'd kill her if she tried, so instead she helped Greg Pelleg and Tommy Shanker escape in hopes that they could tell the world and get Project Outlook Unlimited shut down. She disliked them both enough to be willing to risk their lives instead of her own.

"Special" Ed
PL: 1

Str: 8 (-1) **Dex:** 8 (-1) **Con:** 14 (+2)
Int: 22 (+6) **Wis:** 8 (-1) **Cha:** 6 (-2)
Initiative: -1 **Attack Bonus**: 0 **Defense:** 0
Toughness Save: 2 **Fortitude Save:** 2
Reflexes Save: -1 **Willpower Save:** -1

Skills: Computers 2 (+8), Knowledge (Earth Sciences) 2 (+8), Knowledge (Life Sciences) 2 (+8), Knowledge (Physical Sciences) 2 (+8)
Feats: Eidetic Memory

(When he comes into full command of his powers, his stats look like this)
PL: 9

Str: 8 (-1) **Dex:** 8 (-1) **Con:** 14 (+2)
Int: 30/22 (+10/+6) **Wis:** 8 (-1) **Cha:** 6 (-2)
Initiative: -1 **Attack Bonus**: 6 **Defense:** 9
Toughness Save: 2 **Fortitude Save:** 4
Reflexes Save: 6 **Willpower Save:** 8

Skills: Computers 10 (+20), Concentration 12 (+11), Craft (Chemical) 10 (+20), Craft (Electronics) 10 (+20), Craft (Mechanical) 10 (+20), Disable Device 12 (+22), Knowledge (Earth Sciences) 10 (+20), Knowledge (Life Sciences) 10 (+20), Knowledge (Physical Sciences) 10 (+20), Knowledge (Tactics) 10 (+20), Knowledge (Technology) 10 (+20), Notice 12 (+11), Search 12 (+11)
Feats: Eidetic Memory, Fearless, Inventor, Improvised Tools, Master Plan, Second Chance (Disable Device), Skill Mastery (Craft [Electronics], Craft [Mechanical], Disable Device, Knowledge [Technology]), Trance
Powers: Enhanced Intelligence 8, Quickness 4 (x25 normal speed; Flaw: Limited Power [only applies to mental tasks]), Regeneration 7 (recovers from being Bruised or Staggered as a Standard Action)

Background: A short, doughy, African-American boy with Down 's syndrome "Special" Ed always seems to have a cherubic smile on his face. His voice is a squeaky, lisping falsetto.

He doesn't remember his name, and doesn't particularly want to. His teachers call him by his seat number, the other kids call him Special Ed, and he cheerfully responds to either name.

The others are annoyed by him, and a little repulsed, except for Artie Pfeffner, who is nice to everybody as a matter of course, and Alexandra. Janie and Marietta find him particularly tiresome, since he tries ineptly to play with them whenever he can.

Most of them are aware of what his gift is—it's hard to ignore. Even under the influence of all the suppression drugs, Ed is incredibly, unbelievably smart. He can multiply any two numbers you care to name in his head, he can recall conversations you had with him a month ago in the minutest detail, he can do a Rubik's Cube or a jigsaw puzzle instantly—provided that you can explain to him what he is supposed to do with it. Yet he can't be relied upon to tie his own shoes or to go to the bathroom by himself. He has as little actual understanding of the world as any other Down's Syndrome child—at least until the PCs take him out of his cell.

If his powers seriously begin to manifest then he will start asking the PCs more and more thoughtful and insightful questions about the world as they flee down the corridors with him, until he seems smarter than any of them..

As a hyperbrain, he isn't much use in combat (although he does have the Master Plan feat, if anyone thinks to ask him for tactical advice) but if they get lost or need technical assistance (or if for that matter the GM wants to throw the PCs a hint as to how best to proceed) there is no better person they could ask.

Moon
PL: 0

Str: 8 (-1) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 10 (+0) **Wis:** 8 (-1) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus**: 0 **Defense:** 0
Toughness Save: 0 **Fortitude Save:** 1
Reflexes Save: 0 **Willpower Save:** -1

Skills: Knowledge (Earth Sciences) 1 (+1), Knowledge (Life Sciences) 2 (+2), Knowledge (Physical Sciences) 1 (+1), Notice 2 (+1), Profession (Student) 1 (+1), Stealth 4 (+5)

(When she comes into full command of her powers, her stats look like this)
PL: 9

Str: 28/8 (+9/-1) **Dex:** 12 (+1)
Con: 28/12 (+9/+1) **Int:** 10 (+0)
Wis: 22 (+6) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus**: 8 **Defense:** 8
Toughness Save: 9 (Impervious)
Fortitude Save: 9 **Reflexes Save:** 5
Willpower Save: 9

Skills: Knowledge (Earth Sciences) 1 (+1), Knowledge (Life Sciences) 2 (+2), Knowledge (Physical Sciences) 1 (+1), Notice 2 (+8), Profession (Student) 1 (+1), Stealth 4 (+5)
Feats: All-Out Attack, Power Attack, Takedown Attack
Powers: Enhanced Constitution 16, Enhanced Strength 20, Immunity 9 (Life Support), Impervious Toughness 9, Super-Strength 6 (Maximum Load= 6 tons; Power Feats: Shockwave, Super-Breath, Thunderclap), Super-Senses 2 (Darkvision)

Background: A deeply depressed twelve-year old, Moon's long black hair hangs in her face and her shoulders slump. She sleeps too much and often sits in class with her face down on her desk. She answers most questions with a sigh.

Moon doesn't talk very much, but when she does it's sure to be some unhappy observation on life's unending hideousness. Her sense of humor hasn't vanished yet and her mordant observations about life are often quite funny. When she is in a "good" mood she will participate in supervised play, making up hilariously bleak and miserable stories about the toys, scandalizing Janie and puzzling Marietta.

Moon's condition is getting worse. Some time in the last year she slipped over the subtle line between moderate and severe depression and she is rapidly sinking deeper. It's unclear whether or not she received the same new treatment as Bobby, particularly since she was always sad and strange, but she is following the same rapid downward spiral that he did before he went catatonic.

Under her mop of hair she is a pale, round-faced adolescent who looks as though she's been crying lately. Although she seems listless, in fact she's desperate to get out of Area 2501 before whatever happened to Bobby happens to her, and she descends so deep into her hellish misery that it becomes infinite, and swallows up her world entirely. She doesn't have much energy, but if someone offers to rescue her she will muster up what reserves she has and do her best to help.

Sometimes people think she must be Chinese or Korean because of her name, but in fact she picked that name herself—she doesn't have any idea what her real name might be, apart from Test Subject Twelve. It's hard to see Moon's eyes under her hair, but if you did you would notice at once that they don't look human. Her irises are much too big, filling her eyes almost completely, and they're yellow. They change color according to her mood, growing paler as she grows more unhappy, sparking with flashes of gold when she is amused. They have been very pale indeed, lately.

When and if Moon comes into her powers, she keeps her hair in front of her eyes and maintains the same unhappy body posture, but her personality switches from depressed over to manic. She will become almost fearless and utter lots of strange, depressed soliloquies and she flings her attackers around. Her eyes glow a deep dark yellow through the curtain of her hair.

She's very excitable in this state, although she still affects the same languid, listless air as always, and she's capable of hitting an opponent with lethal force. She probably won't notice that she's killed them in the heat of battle, but if someone points it out to her afterwards she will be stricken with anguish and guilt.

Janie
PL: 0

Str: 8 (-1) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 10 (+0) **Wis:** 8 (-1) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus**: 0 **Defense:** 0
Toughness Save: 0 **Fortitude Save:** 1
Reflexes Save: 0 **Willpower Save:** -1

Skills: Knowledge (Earth Sciences) 1 (+1), Knowledge (Life Sciences) 1 (+1), Knowledge (Physical Sciences) 1 (+1), Notice 2 (+1), Profession (Student) 2 (+2), Sense Motive 1 (+0)

(When she comes into full command of her powers, her stats look like this)
PL: 9

Str: 8 (-1) **Dex:** 12 (+1) **Con:** 12 (+1)
Int: 10 (+0) **Wis:** 8 (-1) **Cha:** 12 (+1)
Initiative: 1 **Attack Bonus**: 7 **Defense:** 8
Toughness Save: 9 (1 without Force Field)
Fortitude Save: 6 **Reflexes Save:** 6
Willpower Save: -1

Skills: Knowledge (Earth Sciences) 1 (+1), Knowledge (Life Sciences) 1 (+1), Knowledge (Physical Sciences) 1 (+1), Notice 2 (+1), Profession (Student) 2 (+2), Sense Motive 1 (+0)
Feats: All-Out Attack, Power Attack
Powers: Force Field 9, Sensory Shield (Auditory) 9, Sonic Control 11 (Power Feats: Alternate Powers [Blast, Deflect (All Ranged Attacks), Drain Toughness (Extra: Range; Flaw: Limited Power [only works on brittle or crystalline objects], Illusion (Auditory), Nauseate, Stun])

Background: The youngest of the twelve kids, Janie is an impatient eleven-year-old African-American girl with pigtails who gets frustrated and cries easily. She's not very mature for her age, and is prone to temper-tantrums. She makes a good playmate for Marietta, since neither one of them have outgrown Barbies or playing with blocks.

Janie lives for the moments when she gets to have supervised pay, and the toy boxes are brought into the common room. She strongly dislikes "Special" Ed the Down's Syndrome kid, because he disrupts her precious playtime, attempting to horn in on her games and get everything all wrong.

Janie is friendly to adults, but gets annoyed easily. Anything in the least bit tedious or unfair can set her off on a string of whining complaints, or even on a full-force tantrum (which looks really odd on a girl her age).

Marietta is the closest thing she has to a best friend, but under fire Janie will act to save only herself. She gets really scared if attacked, and will do her best to hunker down and stay out of the line of fire, but she will defend herself viciously if cornered. If she is given a weapon, she will probably yell at the PCs and ask them if they're stupid—giving a child a dangerous object like that! But she will keep the weapon and do her best to use it if her nerve doesn't fail her.

Yang Li
PL: 0

Str: 10 (+0) **Dex:** 12 (+1) **Con:** 14 (+2)
Int: 16 (+3) **Wis:** 16 (+3) **Cha:** 6 (-2)
Initiative: 1 **Attack Bonus**: 0 **Defense:** 1
Toughness Save: 0 **Fortitude Save:** 1
Reflexes Save: 2 **Willpower Save:** 6

Skills: Notice 3 (+6), Perform (Stringed Instrument) 3 (+1), Search 1 (+4)
Drawbacks: Disabled (effectively mute)

(When he comes into full command of his powers, his stats look like this)
PL: 9

Str: 10 (+0) **Dex:** 12 (+1) **Con:** 14 (+2)
Int: 16 (+3) **Wis:** 16 (+3) **Cha:** 6 (-2) **Attack Bonus**: 9 **Defense:** 8
Toughness Save: 2 **Fortitude Save:** 5
Reflexes Save: 6 **Willpower Save:** 12

Skills: Notice 3 (+6), Perform (Stringed Instrument) 3 (+1), Search 1 (+4)
Feats: All-Out Attack, Power Attack, Takedown Attack
Powers: Insubstantial 4, Sensory Shield 9 (Visual), Strike 9 (Extra: Affects Corporeal Targets), Super Senses 14 (Darkvision, Extended Vision 2, Detect 2 (Use of Superpowers), Direction Sense, Distance Sense, Infravision, Radius Vision, Ultravision, X-Ray Vision [blocked by force Fields])
Drawbacks: Disabled (effectively mute)

Background: A twelve-year old Asian boy, Yang appears to be an albino, but has symmetrical black patterns on his face that look

almost like some kind of elaborate tattoo. His eyes aren't red, like a true albino. Instead they are an odd luminous green. His soft white hair hangs down past his collar. For some reason he prefers to always keep his mouth covered with a handkerchief, but it's an ordinary enough looking mouth.

Yang is mute—he understands human language but his brain lacks the capacity to produce it. His brain is wired up strangely in other respects as well. Dr. Clemente suspects that Yang sees the world in a very different way from most ordinary people. He finds this intriguing. In fact the Doctor has become fascinated with his case and Yang has become his favorite. If Dr. Clemente finds out that the children are escaping and has time to issue any orders to the security staff, he will demand that they not harm Yang. Clever PCs could use this to their tactical advantage, if they figure it out.

Anyone who observes Yang for any length of time will probably reach the same conclusion as Dr. Clemente—the boy is living in some weird space of his own, very different from the world that we inhabit. He will stand staring at the wall for hours on end, then smile, turn away and start drawing meaningless configurations of lines on paper. He divides his food up into tiny, symmetrical, precisely equal portions that are always multiples of the number seven before he eats it. He has an amazing talent for music, and is Miss McPheeters' favorite pupil (you can find out more about her on Page 154), but the music he plays for himself is so strange that no one else can understand it.

His life is frustrating. Yang is not an introvert by nature. He loves the other kids and would like to be friends with them, even though they seem so strange to him. However, his weird behavior and the fact that he can't talk pose serious barriers to forming social bonds. Sometimes he attempts to perform little acts of kindness for his classmates, but they are so strange that the other kids usually misinterpret them as random acts of weirdness instead. Only Alexandra suspects that he is actually trying to make friends, and while she would like to meet him halfway, she isn't sure how to do it.

Yang loves Miss McPheeters even more than the other boys love her, and will try to stop anyone who harms or threatens her. While he isn't normally very brave, he's so eager to make friends with his classmates that if the group comes under fire he'll fight desperately to protect them, in an effort to win their approval.

He is capable of killing an opponent, but will become horrified if he does and may (at the GM's option) freak out and stand there, wrapped up in mute anguish—he didn't understand death fully until he actually meted it out.

EPILOGUE

Ice cubes clink together in glass, keeping time with the somber tones of Chopin. The clean surface of a polished oak desk is marred with two manila folders, a computer screen and a telephone. The man in the Italian suit sitting at the desk almost has a smile on his face as Opus 11 has finished. A telephone rings breaking the brief silence. The man touches the computer screen with his finger and the music stops.

"Yes," he asks, picking up the phone.

"Project Shiraz was a success."

"Dennis has the assets then?"

"Affirmative, Sir."

"Good. Everything is going according to plan."

APPENDIX A: THE CITY OF BEDLAM

Using This Material

Welcome to Bedlam. If you need a little more background information on this weary little burg, here it is. All of the information presented here is strictly optional—window dressing in case you need it (which is why so little of it has anything to do with the events in this adventure). Feel free to change or ignore any of this material as suits your campaign needs.

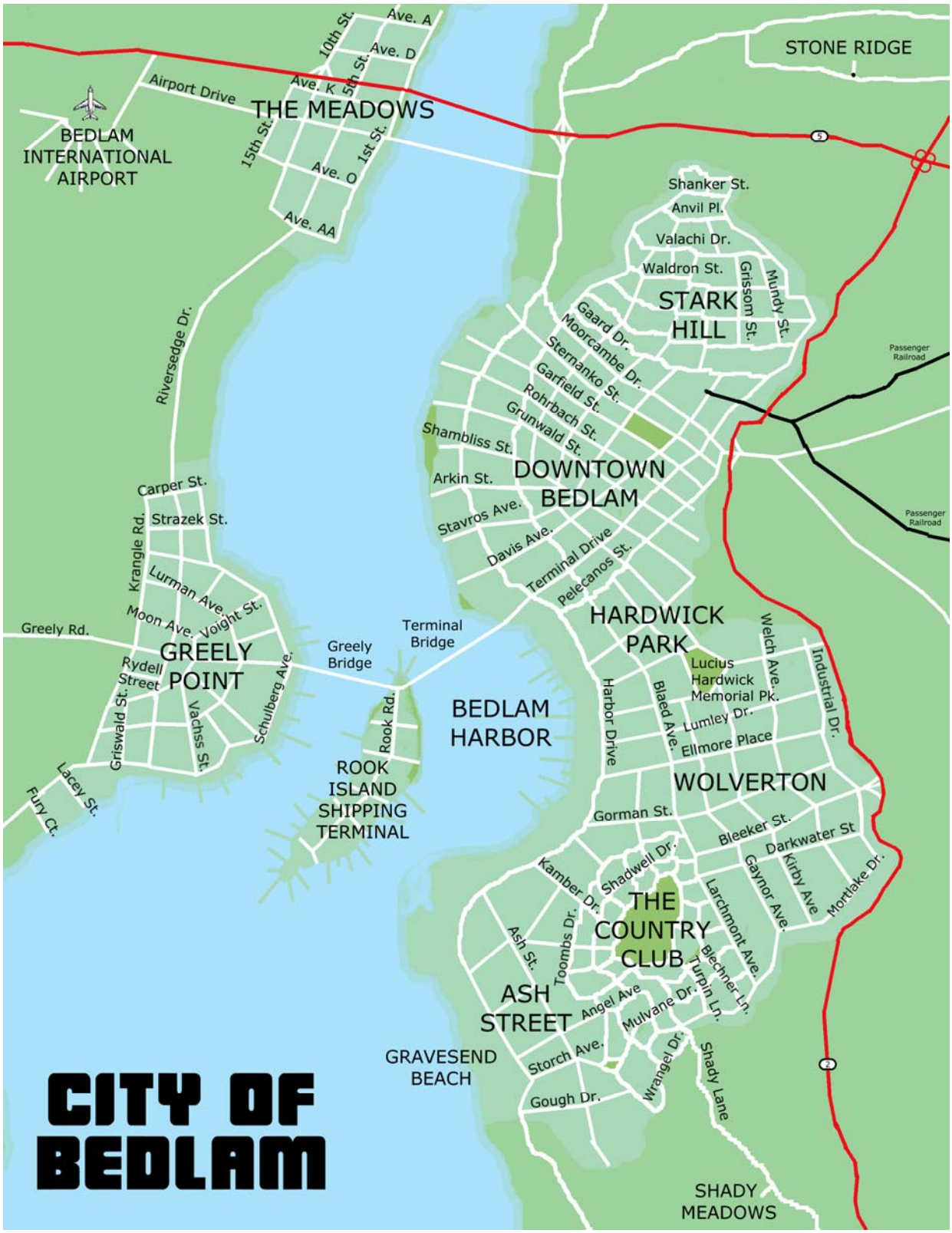
We conceived of Bedlam as the meaner, poorer, smaller, town next door to your main campaign city—the Gary Indiana to its Chicago, the Newark to its New York, the Compton to its Los Angeles. If you would rather make it the home city for your campaign, go right ahead, but we thought its dark and corrupt atmosphere might be better for a change of pace than for a whole campaign. This grim and gritty stuff can get pretty depressing after a while (just ask a certain pointy-eared Dark Knight). It's probably not a great setting for a traditional four-color campaign. It's not a very four-color kind of place.

Because we don't know how big your main campaign city is, we won't set a specific population figure for Bedlam. It's somewhere between 120,000 and 500,000. Not a huge city, but a big enough to have a skyline, a waterfront and some big city problems. The stats we have included should work for any city in that size range. If you want to make it significantly bigger, add some more wards, some extra police and fire stations, and increase the size of its Municipal Council. If it's smaller, reduce them. You can still use the same map either way—just assume there are either more or less little side streets in between the big main ones.

These details probably won't come into play in the course of this adventure, but it always looks better if your background details make sense.

We've carefully avoided including any details that fix the location of Bedlam in any one state. New Jersey and Pennsylvania would make a lot of sense as locations. So would Michigan or Wisconsin. It would be a lot harder to locate Bedlam in the Southeast or Texas without changing a lot of the details. But of course you don't even need to specify a part of the country. Bedlam is really located in the comic book territory of Gothic Urban Wasteland, Night.

On the next page we have a map of the city. Use it or ignore it as you see fit.


CITY OF BEDLAM
BEDLAM INTERNATIONAL AIRPORT
Airport Drive
THE MEADOWS
10th St.
5th St.
15th St.
1st St.
Ave. A
Ave. D
Ave. K
Ave. O
Ave. AA
STONE RIDGE
Riversedge Dr.
Shanker St.
Anvil Pl.
Valachi Dr.
Waldron St.
STARK HILL
Grissom St.
Mundy St.
Gaard Dr.
Moorcambe Dr.
Sternanko St.
Garfield St.
Rohrbach St.
Grunwald St.
Shambliss St.
Arkin St.
DOWNTOWN BEDLAM
Stavros Ave.
Davis Ave.
Terminal Drive
Pelecanos St.
Passenger Railroad
Carper St.
Strazek St.
Krangle Rd.
Lurman Ave.
Voight St.
Moon Ave.
Greely Rd.
GREELY POINT
Rydell Street
Griswald St.
Vachss St.
Schulberg Ave.
Greely Bridge
Terminal Bridge
BEDLAM HARBOR
Rook Rd.
ROOK ISLAND SHIPPING TERMINAL
Lacey St.
Fury Ct.
HARDWICK PARK
Welch Ave.
Industrial Dr.
Lucius Hardwick Memorial Pk.
Harbor Drive
Blaed Ave.
Lumley Dr.
Ellmore Place
WOLVERTON
Gorman St.
Bleeker St.
Darkwater St
Kirby Ave
Mortlake Dr.
Gaynor Ave.
Larchmont Ave.
Kamber Dr.
Shadwell Dr.
THE COUNTRY CLUB
Ash St.
Toombs Dr.
Blechner Ln.
Turpin Ln.
ASH STREET
Angel Ave
Mulvane Dr.
Storch Ave.
Wrangel Dr.
Shady Lane
GRAVESEND BEACH
Gough Dr.
SHADY MEADOWS

OVERVIEW

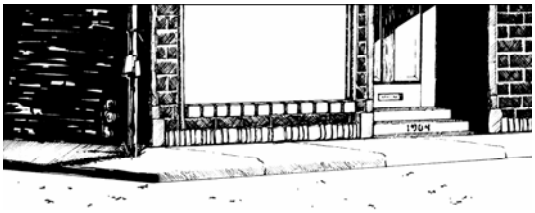
Bedlam is a medium-sized city, probably located either on the East Coast or in the Upper Midwest, somewhere near a much bigger metropolis (unless the GM decides otherwise). It has a waterfront, a harbor and a shipping terminal, but whether its harbor opens onto an estuary or a major lake we're leaving up to the GM. You could locate it California or the Pacific Northwest, but that would take more fudging and require more changes. It's meant to feel like an East Coast or a Rust Belt town.

Formerly an industrial town, Bedlam's factories have largely closed. For a while everyone hoped that the new shipping terminal on Rook Island would bring prosperity back to the city. Instead it brought vast amounts of pollution and a resurgence in organized crime. Then, through corruption and mismanagement, the shipping terminal began to lose its clients. Bedlam gained a reputation as a place where shakedowns were common and everybody wanted a bribe, so most of the big ships stopped coming here.

The city government has fallen into default on its loans and to keep services functioning a lot of them have been sold off to private contractors who are now accountable to no one and provide the kind of service you'd expect from a firm with no accountability.

It's the kind of town where a visit to the Department of Transportation won't get a pothole fixed, but a visit to the local Mafiosi probably will. Bedlam's cops are famously crooked and trigger-happy—more on them below. No major world-class superheroes make their home here (unless the GM decides otherwise) but there might be a vigilante or two lurking in the shadows. If there are (and that's a matter for the GM to decide) they won't play a role in this adventure.

NEIGHBORHOODS OF BEDLAM



Here's a brief guide to the city's individual neighborhoods, including the bedroom community of Stone Ridge, and the unincorporated area outside the city limits that everyone informally calls "The Meadows".

The Country Club

Bedlam's wealthiest citizens invested a lot of money into creating a first rate golfing resort and country club, on some wooded hills overlooking the harbor. They had a good view of Rook Island and the charming old Rook Island Naval Station, but from the surrounding trees you could never have known that you were in the middle of a city.

The club was nearly ready to open when the Navy sold Rook Island, which shortly became a freight terminal. Giant cranes and derricks worked day and night rebuilding the island, ripping up the old 19th century buildings and replacing its trees with a sea of concrete. The Country Club was already getting unpopular by the time the first of the giant ocean-going container ships arrived. Soon you could hear the deafening blasts of their horns at any hour of the day or night, and the trees around the country club began to die from the clouds of reeking exhaust.

Today the country club stands empty, its putting greens gray and dead, its trees bare skeletons clutching at the sky. Ironically enough, the shipping terminal which killed the club is itself dying, but no one wants to try starting the club up again.

The name "The Country Club" has come to apply to the surrounding neighborhood, where fine old homes have

been divided and subdivided into apartments for people who can't afford to live anywhere else. The meandering old streets stink of ship exhaust and the police venture here only in groups. A brisk trade in narcotics goes on in the Country Club itself, but only the inexpensive kind. Even dealers and junkies leave this neighborhood as soon as they can afford anything else. It's the roughest place in Bedlam, and yet only the lowest levels of organized crime operate here. The mob doesn't want to dirty itself with the Country Club, just as, long ago, the country club wouldn't have admitted them.

Ash Street

Known informally for the largest street that runs through it, Ash Street is a commercial district near the harbor, between Gravesend Beach and the smog-poisoned heights of the Country Club. Ash Street was dying even before the new shipping terminal opened and choked it with diesel exhaust. It's not as polluted as the Country Club, because it's at the base of the hill rather than up on top. Still, the failure of the beach to attract business and the overall economic decline have shuttered most of the stores on Ash Street. There are a few shabby resale and thrift shops, a storefront church or two but for the most part Ash Street is utterly desolate. Even criminals avoid this place, for the most part, since no one here has anything worth stealing.

The low level of street crime and abundance of abandoned buildings have made Ash Street Bedlam's Skid Row. If you are using the City of Bedlam as the location for this adventure, then Ash Street is where it all begins.

Most of the buildings along Ash Street itself are two-story shop fronts, in a style best described as "ugly". Everything here seems to be made out of brown brick, smudged with smoke from the diesel fumes. It smells of exhaust, like most of the neighborhoods near the shipping terminal. The horns from the giant ships are very loud here, and can be heard at all hours of the night (although not quite so much, now that Bedlam's port is failing). Trash collection isn't very good here, and there are a lot of papers and old plastic bags blowing through the desolate streets. No aluminum cans, though. Collecting discarded cans is the only form of ready employment this neighborhood offers.

Gravesend Beach

Bedlam never did have much of a beach. The sand at Gravesend is cold and hard and slopes down too sharply into the water, creating vicious undertows. It recent years it has eroded a great deal., leaving what remains of the beach narrow and uncomfortably small. It's a truly excellent place to go of you would like to find cigarette butts and broken beer bottles under your beach blanket.

The city's Department of Public Safety used to post lifeguards here all summer. Now they post signs that say "Swim at Your Own Risk" instead, since that's a lot cheaper.

Most sections of the beach are accessible directly from the street, and yet not many people go there. Not because of the trash or the cold and dangerous water, but because of the shipping terminal across the harbor. The giant container ships that dock there make so much noise and release so much diesel exhaust that if one is pulling into port, a day at the beach can become unbearable.

Now that less ships come to Bedlam it's not quite so bad, but people have yet to rediscover the dubious pleasures of Gravesend Beach.

Wolverton

This is the neighborhood that most people think of when they think of Bedlam. Impoverished, dangerous, predominantly African-American, Wolverton is wracked with street crime and has a serious problem with drug-dealing gangs. It sits between the mean streets of Hardwick Park and the meaner streets of the Country Club. The ruined factories of Industrial Drive hem Wolverton in on the East.

The people who live here aren't as badly off as the folks in the Country Club. Property values are low, but that means that

most residents own their own homes. Wolverton consists mostly of one-story houses on small lots, with occasional commercial strips here and there—most of them no more than one street wide. There are few apartment buildings, and the ones that do exist tend to be in very bad repair.

There is a real shortage of locally owned businesses here and there are no supermarkets or department stores at all. People buy food from little corner markets and convenience stores, which offer little variety and high prices.

The police and other emergency services are notoriously slow in this neighborhood. Emergency response time is double what it would be in Stark Hill. In the winter, their streets always seem to get plowed last (but only because the Country Club's streets never seem to get plowed at all).

Hardwick Park

Within sight of the towers of Downtown you can find the troubled neighborhood called Hardwick Park. Mostly small drab apartment buildings and little shopfronts, it clusters around Lucius Hardwick Memorial Park, Bedlam's largest and most dangerous public space.

Formerly an Italian and Polish neighborhood, it has slowly become the home of most of Bedlam's Hispanic residents. There are just a few bitter holdouts from the old neighborhood here and there, yearning angrily for the days when the Mafia ran Hardwick Park.

Most of the people who live here came from El Salvador, but some are from Puerto Rico, Honduras and Mexico. It's a tight-knit community, for the most part, but it has a serious gang problem.

Smaller than Wolverton, in some ways it's a better place to live and in other ways it's worse. More of its local businesses are still functioning, and almost all of them are locally owned. There are lots of little streetcorner bodegas and resale shops here, and numerous little pupusa stands. Not many of the storefronts stand empty. But it has other problems. Almost everyone here rents their home, and a few rich Anglo landlords from Stark Hill own most of the neighborhood. They have grown even richer by cutting corners and letting their buildings fall apart, while charging exorbitant rent. Since many of the folks who live here are either illegal aliens or don't trust the American legal system or both, complaints are rare no matter how bad conditions get.

For the most part the people here work hard and try to stay out of trouble, but organized crime has gained a deep foothold in the neighborhood.

A Honduran gang called the Mara has reportedly grown very strong here, pushing out all the other street toughs and establishing a firm hold on the local drug trade. They say the Mara is no simple youth gang, but a national network with chapters all over the Western Hemisphere. They are said to practice weird and bloody occult rites that resemble a kind of tainted Santeria and to execute their rivals in human sacrifices. No one knows if any of this is true (a Streetwise check vs. DC 25 reveals that it's half true—the Mara do have other chapters scattered around the country in a kind of loose federation and they do like to scare people by claiming to practice the occult).

Stark Hill

Once Bedlam's toughest neighborhood, Stark Hill has now long since been surpassed by places like Wolverton and Hardwick Park. A mixed Irish, Italian and Polish community, it sprawls over the hills behind downtown, a maze of twisting narrow streets where it's hard to find your way around unless you've lived here all your life. Someone keeps taking down the street signs, which makes it even harder.

Stark Hill is full of cheap bungalows, ancient rowhouses, pizza joints and corner bars. A working-class place, it has always been the kind of drab, dreary neighborhood that ambitious kids try to escape. Now that hard times have come to Bedlam, it's gotten worse. Most of Stark Hill's residents are over fifty. The few young people who stay in town could wind up as dock workers or bartenders or running errands for the Mafia. There aren't a lot of other options. An atmosphere of shabby decay hangs over the whole neighborhood, many of the shops have closed. Yet there is almost no street crime here, no muggings or burglaries or stick-ups. For this is the stronghold of the Bedlam Mafia. Many eyes watch the street. Outsiders are instantly noticed and quickly made to feel unwelcome. Local residents know better than to report things to the cops, who in any case are likely to owe more loyalty to the Scarpia family than to the Municipal Council. Their grip may be weakening elsewhere, but in Stark Hill the Mafia still controls absolutely everything.

It used to be that Stark Hill was divided into an Irish and a smaller Italian neighborhood, separated by an invisible line. But once Hardwick Park became a Hispanic neighborhood, most of its Polish and Italian residents fled to Stark Hill, and jumbled things up considerably. Now the only important consideration for being accepted in Stark Hill is being white. Black and Hispanic families have tried to move into Stark Hill more than once, but they always get driven out. In fact, the reason the Mob has always held such a powerful clutch on Stark Hill is that they keep non-whites out of the neighborhood, so people regard them as the lesser evil. There is a lot of casual prejudice here—and some of it isn't so casual. A black person who gets lost and wanders into Stark Hill may find themselves in serious danger.

"Dapper Donnie" Scarpia, Bedlam's most powerful Mafiosi, still lives in Stark Hill. Unlike a lot of Mob overlords he has never felt the urge to move to the suburbs. Supposedly he hangs out with the same buddies at the same arcade (it doesn't really have a name—the sign above the door just says "Arcade") playing the same pinball games as he did when he was a teenaged streetcorner thug. Some people wonder why he clings to this dying world, but in fact it gives him a huge advantage over his competitors, the Gorganzua family. Dapper Donnie knows everything that happens on his streets, stays intimately in touch with his supporters and so gets much more loyalty out of them. People serve him out of fear, but a lot of them love him too. And love, as he says, is a commodity you can't buy, steal, or beat out of anybody.

Downtown Bedlam

Bedlam has an impressive skyline for a town its size. It has more than ten skyscrapers over thirty stories high, and a whole cluster of lesser towers in the 20-30 story range. If you saw Bedlam from a distance, at night, you would have no idea that it was in so much trouble. At least until you looked a little closer, and saw the amputated stump of the Gorman Tower looming unlit over downtown.

Bedlam built most of its skyscrapers early, back in the first part of the twentieth century. A redevelopment push in the 1980s added some strange looking postmodern buildings to its art-nouveau skyline. Presently its architecture is a peculiar mix of crumbling gothic stone facades and cold, weird asymmetrical steel and glass designs. Either one would be charming and strange by itself. The combination looks odd and ugly.

At street level downtown is a mess. Bedlam suffered through some bad riots in the late 1960s and parts of the central city still haven't recovered all these years later. There were massive redevelopment efforts in the 1980s, but they failed midway through. Many of the older buildings are in poor repair, their baroque facades stained and crumbling. There aren't enough renters for all the office space, so large parts of the bigger buildings sit vacant. Then there is the Gorman Tower. This ugly monstrosity was only half-built before they abandoned it, yet at forty stories high it is still the tallest building in Bedlam. For years it has marred the downtown skyline, jagged and incomplete. The city doesn't have the funds to demolish it and there is no way to do bring it down safely in any case. So it hulks there, deserted except for the rats and derelicts.

Rook Island Shipping Terminal

The heart of what remains of Bedlam's economy, freighters from around the world dock at the Rook Island Terminal, taking advantage of Bedlam's low taxes and loose safety regulations. Once freight is unloaded at Rook Island, it travels to the mainland either on trucks, across the Terminal and Greeley Bridges, or longshoremen transport it across the water by boat, either into Bedlam Harbor or the smaller dock facility at Greeley Point.

Ten years ago Rook Island was a quiet, wooded place. An old 19th century naval station stood here, though the Navy didn't use it for much anymore. It was a local tourist attraction, with its huge trees and picturesque old brick buildings.

Then the Navy ceased operations on the island altogether, and turned it over to the Bedlam City Government. City Council arranged to bring a new shipping terminal to the island and with it new prosperity for Bedlam. The deal was approved behind closed doors, the public was shut out and so the Rook Island Shipping Terminal got built without a lot of oversight or controls. Almost all the island's trees were cut down and all but one of its beautiful old buildings were bulldozed. There are still a few tiny strips of trees and marsh up at the North end of the island, but they're dying. Most of Rook Island is a concrete maze of giant cranes, derricks and warehouse facilities. Even the largest cargo ships can dock here, which ironically has done the city more economic harm than good.

Rook Island is much too close to a populated shore for giant freighters to dock there. These huge vessels give off clouds of pollution that have made whole neighborhoods undesirable places to live. Their thunderous horns can be heard at any time of the day or night, deafeningly loud. A lot of people have moved away and a lot of local businesses have closed, while a

handful of investors have grown very rich. The shipping terminal has also enriched the Mafia, which is deeply involved in every aspect of the facility, and strengthened their grip on the city. Even Bedlam's wealthy families have suffered (see the section on "The Country Club".

The pollution from the big ships isn't as bad as it used to be, now that the Terminal is failing. The Mob got too greedy and stole too much of the money flowing through the terminal. They hassled and harassed too many freighter captains and shipping companies for payoffs, which gave Bedlam an evil reputation. Now most shipping companies avoid Bedlam if they can, and business at the Terminal has become very slow.

Tours of the island are not regularly available to the public. However, there is a small (and rather shabby) Naval Museum located at the north end of the island, in the last of the Naval Station's old brick buildings. Open from10:00:AM to 3:00 PM on Mondays, Wednesdays and Fridays, it receives few visitors.

Bedlam Harbor

After the Rook Island Shipping Terminal opened, Bedlam Harbor flourished for a while. The Scarpia crime family flourished with it. They already had their claws deep in the harbor and controlled what little trade came through it. When Rook Island opened for business, they had a sudden windfall. Then they blew it. Greedy and disorganized, the Scarpias stole too much, took too big a cut, roughed up people unnecessarily and gave Bedlam a bad reputation among shipping companies and freighter captains alike.

They have now officially killed the goose that laid the golden egg. Few ships come to Rook Island anymore, and the warehouses at Bedlam Harbor sit half empty most of the time. The smaller facility across the river at Greeley Point gets most of the trade that still comes through Rook Island, which causes the Scarpias no end of exasperation, since it's controlled by Bedlam's other mafia family, the Gorganzuas.

Bedlam Harbor is a scary place at night. The streets are deserted, there is nowhere to eat or have a cup of coffee, the dead warehouses loom on either side of the darkened street, unlit and silent.

Greely Point

The smaller port across the river from Bedlam Harbor, when the local Mafiosi were dividing up turf, Greely Point was the booby prize. The big and powerful Scarpia family took Bedlam Harbor and threw Greely Point to the smaller, weaker Gorganzuas. But because the Gorganzuas were less organized and less thorough than the Scarpias, they weren't able to lock Greely Point down as tightly as the Scarpias controlled Bedlam Harbor. In the long run this worked to their advantage. Freighter captains didn't experience as many shakedowns at Greely Point and the harbor officials weren't as crooked, so they came to prefer it to Bedlam Harbor. Both ports are in a state of decay, but Bedlam Harbor has decayed a lot faster and worse. There is still good money to be made at Greely Point—a little of it anyway.

The commercial and warehousing district behind the docks goes up a steep hill. People joke that you need four-wheel drive here when it snows.

Most of the construction on this side of the river is shabbier and more recent than it is in Bedlam proper. There are no skyscrapers in Greely Point. Everything looks tall and narrow, hunched together on the hill as if scared of falling off.

There aren't a lot of residential neighborhoods in Greely Point. But some

people do live here. Up on top of the hill (past Moon Avenue) there are some fine old 19th century homes, mostly subdivided onto apartments. And over on the south slope of the hill is one of Bedlam's last wealthy neighborhoods, where huge oaks and elms tower over fine old houses around Griswold Street. Most of the remaining residents are old and some of their beautiful old houses are starting to fall into disrepair.

The hill is steeper on the north slope, and just where it's at it's steepest point, between Lurman and Moon, is Bedlam's oldest Italian neighborhood. It's a small place, just a few blocks wide, where tall, narrow row-houses pile up the steep hillside, seemingly on top of one another. This is the stronghold of the Gorganzua crime family. It isn't as scary and desperate looking as Stark Hill, but you can see that it's old and poor. Just as in Stark Hill, there is almost no street crime in this part of Greely Point and outsiders don't feel welcome here. Sailors from the ships docked at Rook Island know better than to walk into any of the little neighborhood bars around Lurman Avenue.

The Meadows

An unincorporated zone out near the airport, the Meadows is the only one of Bedlam's neighborhoods that seems to be growing, rather than shrinking. The airport's relative success has spawned a whole nest of other businesses—warehouses, machine shops, building suppliers and so forth, and this has in turn brought in workers, who need restaurants to eat at, gas stations to fill up their cars and more recently, places to live. Poorly zoned and loosely controlled, the whole place has sprung up at random, outside the city's jurisdiction.

Not very heavily built-up, the Meadows looks like sprawl, which it is—all strip malls and gas stations with lots of empty space in between. Almost no buildings here are more than two stories tall. All the streets are named for letters or numbers. There is a vague plan to name them after presidents or famous people at some point, but no one has gotten around to it yet.

For the most part this is still a commercial district. Only a few actual residents have moved in, most of them in apartments above storefronts. But as the population of the Meadows grows, so will its problems. Local police services are provided by the county sheriff's office—the Bedlam police occasionally come over here, but not often. Nor does the overworked Bedlam Fire Department make a priority out of calls from the Meadows. It is unclear at the moment where children from the Meadows are supposed to go to school.

The Meadows also falls into a gray area in terms of its relations with organized crime. It's a boomtown with a slow police response time, which makes it a prime target for Bedlam's Mafia families. But it didn't exist when they last drew up the boundaries of their turf, so it doesn't officially belong to either of them. The Gorganzua family got a head start here, but the Scarpias are rapidly moving in. This causes confusion and resentment on the part of local business owners—people don't know who to pay their protection money to. So far the two families have avoided directly confronting each other, but it's unclear how long this can last.

Stone Ridge

There are still rich people in Bedlam—or at least right outside of it. The wealthy gated community of Stone Ridge offers exclusive living for what remains of the city's monied class. It's outside the jurisdiction of the city government, so they have been able to hire their own utility contractors, their own street maintenance and garbage collection service and of course their own private security firm.

Surrounded by an eight-foot stone wall with razor-sharp ground glass covering the upper two feet, guarded by hulking armed guards night and day, Stone Ridge is effectively its own separate community—run at a profit. Stone Ridge has its own tennis club, shopping plaza and detention center. You could grow up there without ever having to leave it at all.

Instead of taxes, everyone pays homeowner fees. Instead of local

ordinances, it has rules, enforced rigidly by the homeowner's association. No deviation from their standards of clean, tidy lawns and blandly right-wing politics are allowed. The wrong political bumper sticker earns you a fine. Wearing the wrong kind of clothes earns you a bigger one. If you have a problem with the way your trash gets picked up or a security guard who intimidated your spouse for no reason, you don't have anyone to complain to but the Association, and whether your complaint gets heard depends on how well-connected you are.

Stone Ridge has roughly three types of houses. Huge and ugly, gigantic and ugly and enormous and ugly. Officially there are six different "styles" of house available, but they all look more or less the same.

There are no sidewalks—here people get in their cars to drive to the community shopping center a block away. Built quickly and cheaply, the immense houses are prone to electrical faults and a host of other problems. Most of the residents came from the neighborhood around Bedlam's country club (see "the Country Club") and didn't have much time to be choosy.

Many of Bedlam's wealthiest and most prominent citizens live here, including Channel 13's anchorman, Obediah Brick and (it is rumored) "Little Junior" Gorganzua, head of the Gorganzua crime family. No one ever sees Little Junior around the neighborhood, but then again, no one has a clear idea of what he looks like, either.

IMPORTANT LOCATIONS IN BEDLAM

Here is a brief and far from comprehensive list of locations in Bedlam. We hope it's detailed enough to give your PCs a feel for the city, but loose enough to give you plenty of room to add your own locales.

City Hall

Bedlam City Hall is presently closed for renovations, and has been for five years. Cost overruns and a corruption scandal halted the refurbishment and then the city's ongoing fiscal crisis kept them from starting construction up again. The city fathers have spent a lot of time reassuring the public that City Hall will reopen soon, better than ever. But then, for the last year or so, they have gradually stopped talking about it.

Home to rats, winos and the occasional impromptu crack den, the huge, decaying old building with its classical façade was recently featured on the news, when it was discovered that one wing was infested by venomous snakes.

When they have to hold private meetings, the City Council either use one of the conference rooms at the County Courthouse, or gather in one of their private residences. They tend to hold public meetings in school classrooms.

Bedlam Train Station

The trains may not run on time in Bedlam, but they do still run. Unlike a lot of medium-sized American cities, Bedlam still has a functioning passenger train station. Perhaps "functioning" is too kind a term.

Built back in the city's glory days at the turn of the twentieth century, Bedlam Station is a graffiti-scarred hulk of a building where the intercom never works right, the floors are never clean, the employees are notoriously surly and drugs and other illegal commodities can be purchased in the restrooms.

Big for a city this size, the station building itself is magnificent, with a high arched ceiling, crumbling Art Nouveau statues and a giant skylight in the middle of the main hall. A little sunlight still dimly filters through the layers of grime on the skylight.

The Gorman Tower

Forty stories high and only half complete, the Gorman Tower is an eyesore on the Bedlam skyline that no one seems to know how to get rid of. Its history is a sad lesson in how this city works (or fails to).

In the late 1990s, Bedlam' Office of Redevelopment approached an eccentric internet tycoon named Dick Gorman with an offer to build his new corporate headquarters in Bedlam. This is the city where he grew up, he felt some sentimental attachment to his hometown, and the package of incentives they offered him looked very generous. Building regulations were circumvented, five or six office buildings were acquired through eminent domain and then bulldozed, and work began on the Gorman Tower.

It was planned as an eighty-story monolith, with a shopping mall and state-of-the-art meeting center on its lower floors. But at around the time the frame of the building reached the fortieth floor, Dick Gorman quarreled with the city authorities and decided to locate his headquarters elsewhere. Work was suspended and the legal battles began.

The City of Bedlam's underfunded and disorganized attorneys were no match for Dick Gorman's lawyers. The city's attorneys showed up late for court dates, failed to file papers on time and generally bungled their case so badly that not only did the judge (and later the appellate court) rule that Mr. Gorman didn't have to pay for demolishing the structure, but that the city had to cover all his court costs. They have been quietly paying it off in installments ever since. In the meantime, they have a huge, dangerous eyesore in the middle of downtown. The city has boarded up its entrances, which has not kept out the derelicts and rats. They have posted warning signs around it, which does not stop little pieces of the building from falling off and puncturing roofs blocks away.

There was some talk of reopening the case, but Dick Gorman's commercial empire collapsed in 2002 and there doesn't seem to be much point in suing him any more. A court injunction keeps the city government from blowing the building up, but in fact they don't have the money to have such a huge structure demolished, anyway.

More and more pieces seem to fall off each year—and they're getting bigger. How long will it be until the whole thing comes down?

Bedlam International Airport

One of the few really vibrant parts of Bedlam, the airport is beginning to outgrow its current facilities, but there as of yet no funds available to expand it. A whole neighborhood is growing up around the airport, and taking part in its economic success (see "The Meadows" on Page 174).

Bedlam has tried and tried to attract at least one national airline to its busy little airport, but no one has taken them up on it. For now this remains primarily a cargo and freight airport, although two state airlines run irregular flights off its runways. Facilities for passengers are fairly primitive. There are no jetways here—passengers walk out onto the runway to board the aircraft. Nor is there anywhere to eat or buy a newspaper inside the terminal. Just rows of dusty vending machines full of snacks that haven't been replaced in a while. Yet Bedlam's low taxes and loose regulations make this an ideal cargo transshipment point, even though the Mafia takes a bite of everything moving through the facility.

Initially the Mob ignored the airport. When they divided up the city's turf, Bedlam's organized crime groups didn't even consider it—they were much more focused on the docks and the Rook Island Shipping Terminal.

Although no one thought to include it in the agreement between the two local mob families, this is de facto Gorganzua turf. To get a job as a freight handler or a maintenance technician you need approval from the Gorganzua crime family. But since the airport isn't officially anyone's territory, their bigger, meaner rivals in the Scarpia Family have been hijacking cargo once it leaves the facility. They've also been pushing to get a foothold f their own in the airport. This is the single thing most likely to provoke a mob war in Bedlam. It's a war the Gorganzuas probably couldn't win—unless they were to cheat and bring in hired superhuman talent from out of town...

Lucius Hardwick Memorial Park

Would you like to get mugged in the middle of the afternoon? Then visit Lucius Hardwick Memorial Park, where feuding crack gangs make every stroll in the park an adventure.

Named after one of Bedlam's oldest and meanest city fathers, this beautiful old park was his gift to Bedlam—or at least to the other rich people who once lived in his neighborhood. Rumor has it that mean old Mr. Hardwick hated his sons so much that when he died, he willed all his money into the construction and landscaping of this park. It does look expensive, with arcaded stone walks and decorative arches (caked now with many layers of graffiti. A scowling, long-jawed statue of Lucius Hardwick stands in the park's very center, glaring with disapproval at the state his legacy has fallen into.

The Honduran street gang called the Mara control all the open-air drug sales in Hardwick Park, but there is friction among the different crews who operate there, and it has turned violent in the past. Worse,m the fact that crack is available in the park means that desperate addicts are always skulking around, looking for ordinary folks to rob so that they can go buy another hit. But all of these things happen in the south end of the park.

What few people outside the neighborhood know is that the north end of Hardwick Park has been declared off-limits to drug traffic and armed confrontations. The Mara want there to be a place where local families can go to enjoy a little sunshine and fresh air, so the park's northern end is kept rigorously safe. All the playground equipment and basketball courts are located up there, and on any nice day you can see kids playing with their parents and scary looking gangbangers taking the day off to shoot a few hoops and relax. There are always a few thugs looming around re in their gang colors, but they aren't here to hurt anybody—they're here to make sure nobody gets hurt. This is not as nice as it sounds. The safe end of the park is small and crowded, and the Mara don't extend their protection to anyone who isn't of Honduran decent. If you are, for example, African-American and you want to spend time in the park, you are out of luck.

The Celestial Spirit Fellowship

A beacon of hope in the darkness that is Bedlam, Father Dennis' youth shelter offers a helping hand to any lost or runaway child who seeks it.

There is one central headquarters on Ash Street, with a half dozen other safe houses scattered around the city. Each physical location can house between ten and twenty children. Father Dennis also knows a whole network of good, caring families around Bedlam who can take in a child in need. The PCs may be aware that he has quietly used his network of contacts to help parahuman children—even to hide them if they are being threatened by some powerful foe.

The Fellowship never has enough money, they are always short on beds and Father Dennis is forever robbing his own meager income to help out some child or other.

Ostensibly a church, the shelter is nondenominational and doesn't try to impose any one set of spiritual beliefs on its young charges. Father Dennis himself is an

Episcopalian priest, but the Celestial Spirit Fellowship is completely independent of the Episcopal Church. Despite being ordained, Father Dennis has no congregation and little formal contact with the Episcopal hierarchy

Father Dennis seems to have no political agenda, no desire to make a name for himself. His reputation is quietly growing inside the city, but he does nothing to promote it. Running the network and counseling his young charges takes up all his time, from the moment he rises to the moment he goes to sleep. He has no social or private life left over.

Industrial Drive

There are light industrial districts in Greely Point and out near the airport, but nearly all of Bedlam's large factories are located on Industrial Drive, a grim, six-lane thoroughfare that marks the western boundary of Wolverton.

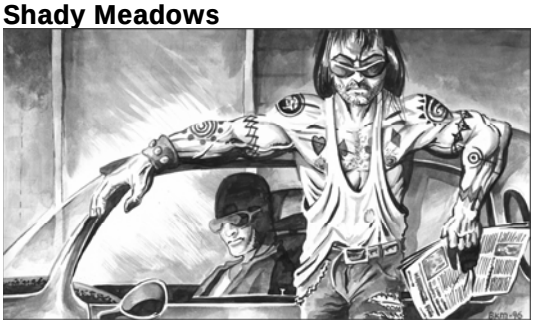
Bedlam's factories nearly all stand derelict and deserted. Giant trucks no longer roar down Industrial Drive at all hours of the night and the smokestacks no longer belch filth into the air, but this is still a dangerous place. Many of the dead factories have become drug dens or meeting places for the underworld. Others turn into illegal nightclubs once the sun goes down. One of Wolverton's most prominent gangsters, a gentleman known as "The Rock" makes a good part of his income from these illicit clubs and he is said to live full time in one of them—no one knows quite where exactly.

Even now that most of the trucks are gone, it is still incredibly dangerous to cross Industrial Drive. It doesn't have nearly enough stoplights and people drive very fast down its six pockmarked lanes.

Ellmore Place

Officially there aren't any public housing projects in Bedlam. Instead of building cheap housing for the city's poor, they issue "Section 8" housing vouchers which the destitute can use to buy decent housing for themselves anywhere in the city. The problem is that the only buildings that accept Section 8 Housing vouchers are all run-down apartments on Ellmore Place, on the boundary between Hardwick Park and Wolverton. This effectively crams the poorest citizens of Bedlam into low-rise tenement slums that aren't much different from the public housing projects elsewhere. These six blocks of misery act as a kind of buffer zone between the African-American gangs of Wolverton and the Hispanic gangs in Hardwick Park.

Shady Meadows



They also take Section 8 Housing vouchers in Shady Meadows, a giant complex of mobile home parks outside Bedlam's city limits. However, most people from the city prefer not to move there. It's a dangerous place, full of rednecks and bikers and meth labs. More violent and prone to mayhem than Bedlam's inner city, this is where the county and state dump the worst of their hard-luck cases.

It's hard to get to Shady Meadows from the city—you have to follow Shady Lane out from the Country Club into the wooded areas to the south of town. As a result, it's kind of separate from Bedlam and its economy. If you follow shady Lane into town, you'll find yourself in the Country Club or Ash Street, and neither neighborhood has much to tempt visitors. They don't have any businesses that folks from the trailer camps would like to patronize, and they're both dismal, run down neighborhoods that are no fun to visit. As a result, people from Shady Meadows don't go into the city much at all, and do most of their shopping and hellraising in small towns and bars out in the countryside.

YOUR GUIDE TO BEDLAM'S CITY GOVERNMENT

Space doesn't allow us to be totally comprehensive here—and in any case your PCs are unlikely to be spending much time down at the Department of Public Works in this adventure. This is meant as a brief and simple guide in case your PCs ask you any questions about, for example, the Mayor's Office, the City Council, the Police Department, etc.

The Mayor's Office

Bedlam has not had a mayor for some time. The post is in any case largely ceremonial and carries no actual authority. Bedlam is run by a hired City Manager.

A large aerospace firm that prefers not to be named provides city management for a contract fee and Bedlam is one of the largest in the country to use their services. They do not publicize the manager's name or the location of his office, nor does he make public appearances. However, he is widely known to be Wilfred Krebbs, a gray, balding little man with thick glasses who speaks in a droning monotone and cares little for Bedlam's future. His job, as he sees it, is to get the city's administrative work done, not to clean up its corruption or fix its other problems. Eventually, if all the paperwork gets filled out on time, his bosses will assign him to some other, better job—preferably managing other managers.

For what it's worth, the City Council is presently trying to hire a new high-profile celebrity mayor—preferably a professional wrestler or an actor with a reputation for being tough. Perhaps a superhero might fit the bill? Perhaps a Player Character? This is an option for some future adventure

Municipal Council

The Bedlam Municipal Council has 8 members—one from each of the city's 6 wards, and 2 "At Large" members elected by the city as a whole. The Council is supposed to meet at City Hall, but it's been under renovation for five years, so they either convene at the County Courthouse or in whatever other meeting space is handy.

Unable to pay for city services with Bedlam's declining tax base, they have had to sell more and more of its services off to contractors, some of them dubious. There are often savage debates over which contractor gets awarded a particular city service, since some of the councilmen have different mob connections from the others.

At the moment, the reigning powers on the Council are Big Andy Czernik and the Reverend Willie Boggs. Both men hate each other furiously, and they have managed to divide the council between them.

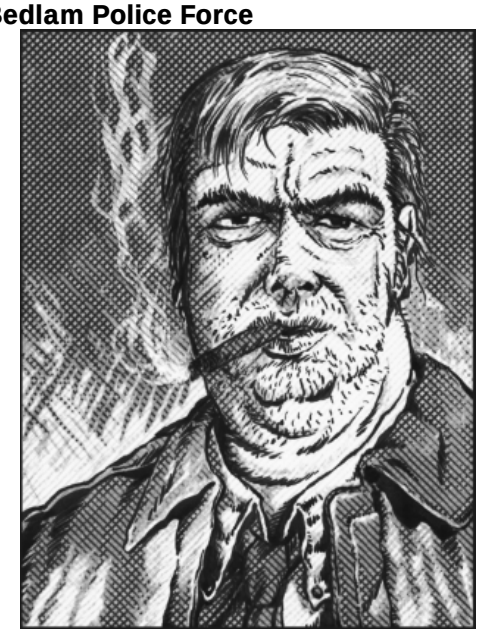
Big Andy is a florid, red-haired giant who still wears a pompadour, forty years after it has gone out of fashion. Hugely corrupt, he is deeply involved with the Scarpia crime family, and is said to play golf with "Dapper Donny" Scarpia every weekend (this is not true—Dapper Donnie has nothing but contempt for a rich, whitebread game like Golf—in fact they play pinball). A consummate machine politician, Big Andy gets things done for his constituents, within Bedlam's limited resources, and they love him for it. There's a lot of vote fraud in his ward, but it's not necessary.

Reverend Boggs speaks up for the city's Afro-American community. He's personally quite corrupt, easy to bribe and too tightly entangled with some shady boxing promoters, but he's not a tool of the Mob and he seems sincere in his efforts to improve life for his constituents.

Other notables on the Council include Righteous Townsend, an ambitious young politician who is trying to unseat Willie Boggs' hold on the city's African-American neighborhoods, Ron Cordell, a violent-tempered, white-haired ranter who sticks up for the Gorganzua crime family's interests, and Mollie Schwartz, a rich housewife from the suburbs who has won an At-Large seat for many years, based on her tireless crusade against corruption and mismanagement. So far, Mrs. Schwartz'

efforts have gone exactly nowhere. Big Andy lovingly refers to her as "the Conscience of the Council" and seems to personally like her. As well he should. There is nothing better for a man in his position than a completely ineffectual crusader. It sets the right example.

Bedlam Police Force



The Bedlam Police are one of the few divisions of the city government that hasn't been privatized. They are fiercely proud of this status, and wary of outsiders being brought in to manage them—fearful that this is the first sign that the City is planning to sell the Department off. The City Council recently brought in a famous police chief from Inglewood, California, named Rock Manning. The department made his job hell until he left and the position remains open. In the absence of a chief, the force technically answers to its Acting Executive Officer, an overworked bureaucrat named Lester Dunwoody, but in fact the Precinct Captains pretty much run things like their own personal fiefdoms.

Officially Bedlam has a force of thirteen hundred officers, organized into six precincts. The sad truth is that many of these positions are "currently unfilled" for lack of funds, and two of the precinct houses are officially under construction (one of them still has a fast food restaurant operating on the site where it is supposed to be).

In fact Bedlam can muster a force of about nine hundred officers. Their equipment is old—about half of the cars have computer terminals, so officers are forever having to call the dispatcher to look up license plates and so forth, jamming their crowded radio bandwidth..

Each precinct house is led by a Captain, who is supposed to have two Lieutenants (two of the four precincts have only one Lieutenant each). Patrolmen are divided up into four shifts and each shift is supposed to comprise 20 officers, although they tend to be a little shorthanded.

Because their uniforms haven't been updated in a while, they have a distinctly retro look, with hexagonal black hats and heavy leather topcoats. They use handheld radios rather than shoulder-mounted units.

Bedlam's cops are known for their uncompromising attitude toward crime—they will not rest until they have had a taste of the action. Notoriously corrupt and quick to resort to force, they have low morale and tend not to feel as though anyone in power is looking after them. This promotes both bribery and brutality, as well as a kind of insular "code of silence" that makes them more willing to cover up one another's transgressions. Not all Bedlam cops are dirty, but most of them are willing to look the other way.

The pride of Bedlam's police force, if can be said to have any pride, is the Special Assault Squad—a tactical anti-parahuman unit which, despite having little money and aging equipment, has managed to rack up some impressive victories against superhuman crime. They also have a high attrition rate, and this has given them itchy trigger fingers. They may have a good record of bringing in supervillains, but they aren't that great at bringing them in alive. Nor do they always do such a good job of distinguishing between heroes and villains.

Bedlam Parking Authority

In a city where so much is dirty and run-down, Bedlam's parking meters are surprisingly new and clean. Graffiti-

resistant, amazingly hard to vandalize, they are served by a fleet of fast, efficient meter maids in crisp new uniforms who ride soundless electric carts. They are ruthless in their pursuit of parking scofflaws. A parking ticket is one of the few things that neither Councilman Big Andy Czernick nor the Bedlam Mafia can fix for you.

Few people realize that the meter maids don't actually work for the Bedlam Police Department. In fact they don't work for the city at all—the Parking Authority is a for-profit, wholly owned subsidiary of the giant aerospace company which runs the City Manager's office. As you might imagine, they have a very favorable contract with the city. Almost all of the money which parking meters and fines generate goes straight into their coffers. The city barely gets any.

While none of this is secret, it isn't exactly public knowledge either. Both the city government and the Parking Authority are aware that the public might find this arrangement objectionable, so they've done their best to keep it out of the papers. Only tiny left-wing rags like the Bedlam City Paper have reported on the Parking Authority, and while their readers are indignant, no one listens to them.

While the city government tries to keep the Parking Authority out of the news, recent events have been drawing too much attention. When they took over the city's old parking records, the Authority began computerizing them. They have finally finished entering them into a master database, and have begun to make use of it, issuing citations and fines for unpaid parking tickets that the city had long since stopped chasing. Some of them are as many as thirty years old.

The citizens of Bedlam are not pleased about getting harassed for decades-old parking tickets and they are complaining to the City Council in record numbers. The Council has in turn approached the Authority, asking them to ease up before the whole thing becomes a major embarrassment, but the authority's parent company doesn't care if it embarrasses the city or not—they have a signed contract and that's that. It hasn't occurred to them that in a place like Bedlam, frustrated people might start smashing parking meters, beating up meter maids and vandalizing the Authority's corporate offices. This hasn't happened—yet.

Costumed crusaders who would like to bring the Parking Authority's dubious practices to light might find an unlikely ally. The Scarpia crime family would dearly love to get a taste of the money that parking tickets generate. As of yet they haven't figured out how, but anything that hurts the Authority or weakens its position is a good thing, in the Mob's eyes.

Department of Public Works

The Bedlam Department of Public Works is chiefly in the business of producing tee-shirts. Under the guidance of the City Manager, they have farmed out virtually all their services to private contractors, some of them responsible professionals and some of them very dubious indeed. The city produces green T-Shirts that say "Bedlam Department of Public Works" for the various contractors to wear.

The Department has offices in one of the skyscrapers on Davis Avenue, and an 800 line that people can call for service, but their customer service (which has been farmed out to a call center in Bombay) is notoriously poor. Complaints are particularly hard for them to address, since most of the city's contractors have long-term contracts that indemnify them.

City government is quick to point out that most of the problems people have encountered with DPW aren't with the main contractors, but with subcontractors who they have had to hire in a rush when they are overworked. Since a lot of these subcontractors have ties to the Mafia, it's relatively easy to get problems resolved if you talk to a city councilman with the right mob connections—Big Andy Czernick, for example. One result of this is that neighborhoods like Wolverton and Hardwick Park experience much worse service than, for example, Stark Hill, since their councilmen aren't as well connected.

Department of Public Health

Like the Department of Public Works, the Department of Public Health has been farmed out completely to a private contractor. This was partly a union-busting and partly a cost-saving measure. The contractor is a small consulting firm based in Northern Virginia called CH2M Services, but their employees don't identify themselves as contractors—they just call themselves Health Inspectors. Most people aren't aware that the Department has been sold. It's not a secret but the city certainly doesn't go out of its way to publicize the fact.

It used to be that the city's Health Inspectors were prone to taking payoffs and to shaking restaurants down for protection money—planting rats and filth in their kitchens and demanding bribes not to shut them down. They still do things like this all the time but now CH2M Services aggressively sues anyone who tries to make a public fuss about it. This has greatly improved the Department's image, for you don't hear about any scandals or abuses in the press anymore.

Municipal Office of Sanitation

In many cities Sanitation is a subdivision of the Department of Public Works. In Bedlam it's a division of the Department of Public Health. It was moved under Public Health in the early 1990s, in an effort to free the Office of Mob influence. This worked for a little while. Then the Municipal Council privatized Sanitation and the Mafia put it's claws right back in.

It used to be that in order to get a job with the Office of Sanitation you had to go see the Scarpia or the Gorganzua crime families (or the now-defunct Igglioni Family). Now you need to talk to them to get a job with the contractor—Waste Resources Inc. Waste Resources has its own fleet of garbage trucks, many of which are getting old and breaking down. The city has put a lot of money into buying them new trucks, but quite a bit of it seems to have disappeared.

Waste Resources' trucks and uniforms are a distinctive yellow and black color that has given them the nickname "garbage wasps". They officially offer recycling service to anyone who requests it, but they don't yet have a recycling plant to take it to. Astute observers have noticed them dumping materials from recycling bins straight into the back of their garbage trucks. When questioned about the issue, Waste Resources says that they hope to have a functional recycling plant soon, that the Municipal Council has already allocated the money to build them one, and that in the meantime they want to get people used to the idea of separating out their recyclables. This has been their official answer for years. No one seems to know what happened to the money that the city gave them to build the new recycling center.

You might expect this state of affairs to case public outrage, but in fact few people are even aware of it. The last time a reporter did a story on the city's recycling situation, the Scarpia family had a little talk with her about it, and she soon moved to another city.

Bedlam County Coroner's Office

The office of the Coroner is a county, rather than a municipal position. They do not work well with Bedlam's police, largely because administrative issues make it hard for them to cooperate—there are too many ambiguous, gray areas in the regulations about how County and City officials are supposed to coordinate their efforts.

The coroner's office runs the morgue, which is why it's the County Morgue instead of the City Morgue. Sanitary Conditions at the underfunded morgue got really bad two years ago, and they developed such a chronic problem with losing or misidentifying corpses, that the State authorities intervened and prosecuted them. The state won, and when the Coroner's Office could not pay the fine, they assigned them a probation officer. Fortunately, he was an old friend of Councilman "Big Andy" Czernek and he reports to the state that everything is fine at the County Coroner's Office, when in fact nothing has changed.

The County Coroner is presently Wallace Hoople, an ancient, doddering political appointee without much medical skill, who many in the press accuse of being senile. The Coroner's Office has a small Crime Lab of its own, with a reputation for losing and mishandling evidence. To be fair, they're severely understaffed and have a lot of inexperienced personnel. If you acquire a good reputation here, you usually move on to a better city before too long, so they have way too much turn-over. This is one of the few institutions in the city that doesn't have a problem with corruption—just incompetence.

Bedlam Fire Department

More and more neighborhoods in Bedlam are coming to rely on volunteer fire brigades, since the city's fire department is in such bad shape. Unfortunately, the volunteers aren't adequate to the job either. The gated community of Stone Ridge has actually gone so far as to hire its own private contractor to provide fire and emergency services.

The Bedlam Fire department is supposed to have eight fire houses manned around the clock. In fact they have five—they had six, but one of them recently burned down. Perhaps as many as thirty percent of the available fire hydrants don't work. They have seven working ambulances for a city that needs at least thirty. Chronically short on personnel, they have undermanned shifts, obsolete equipment and a history of trying to hide their inadequacies with bureaucratic tricks. They also have a bad history of refusing to promote black and Hispanic firefighters and of taking much too long to respond to emergencies in inner city neighborhoods.

The current fire chief is Lucy Szmuda, who the City Council brought in from York, Pennsylvania, where she made a name for herself getting their troubled fire department in order. A skinny, leathery, scowling little woman of about fifty, she has a gravely voice and a no-nonsense demeanor. Not that her toughness has done her much good on this job. The department resents her for being a woman and for being an outsider. They have begun a steady campaign of harassment to force her out. Not a day goes by without Chief Szmuda getting another death threat or being the victim of some ugly prank. This weighs on her. She is starting to lose sleep, to get irrational and paranoid, to scream at her staff over trivial matters. She's thinking about leaving soon.

THE MEDIA IN BEDLAM

We have envisioned Bedlam as a smaller city in the shadow of a nearby metropolis. If that is the role you want it to play in your campaign, then assume that Bedlam gets most of its television from its giant neighbor. The same is true for newspapers and radio stations. There are local papers and radio stations, but they have a hard time competing with the bigger market next door.

NEWSPAPERS

There are two local newspapers in Bedlam but both are owned by distant media conglomerates and both are struggling for readership in a market dominated by the city's larger neighbor. As a result, one has a small circulation and the other has a tiny one.

The Bedlam Informer

Until recently, there were two daily papers and a weekly in Bedlam. The Informer used to be the smaller and trashier of the two daily newspapers, but the owners of the Bedlam Beacon made some poor business decisions and got absorbed by a huge national media giant. The Informer tried to make a selling point out of the fact that it was the only locally owned news outlet in

the city, but within a few years it sold out to the same media giant. The distant corporate headquarters in New York decided that two papers were too many for one small market, so they decided to publish them both under the Informer's byline. Because of some contractual obligations they had to the Beacon's former owners, it still exists as a weekly supplement inside the Informer. Mostly an editorial page, the Beacon contains little but angry rants against the Informer's editorial policies. They no longer have any actual staff or offices, so they can't really do much else.

The Informer's staff has also been reduced. They get all their national and international news from the main office in New York, and they no longer employ full-time reporters. Everyone who writes a local story or a column for them is a stringer—an independent contractor who gets paid by the piece.

The Informer used to be known for its trashy, lurid, gossipy style of reporting, but it has become much tamer in recent years and much less critical of the city authorities. They still favor shocking headlines and gruesome crime stories, but they no longer rant against local politicians or do exposes on the city's failing services.

The Informer's political position is vaguely right-wing, pro-war and anti-affirmative action. They like Councilman Big Andy Czernik a lot and always support his policies. A typical subscriber to the Bedlam Informer is an older white male from a working class background who lives in Stark Hill or Greely Point and admires the Mafia. It's published in a tabloid format (naturally) and features at least four pages of color photos per issue. Often these are gruesome crime-scene pictures, although for some reason they seldom report on Mob hits.

The Informer's Managing Editor is Buddy Dean, a smooth, handsome, insincere man who never yells at reporters or keeps his promises to them. He looks at himself in the mirror a lot, when he thinks no one is watching.

Their most prominent reporter is currently Rona Romita, a loudmouthed hack who is famous for aggressively pestering the relatives of people who have died in tragic accidents. A skinny, leathery woman with large hair and cold little eyes, she admits to being thirty-five but is in fact a decade older.

THE BEDLAM CITY PAPER

Part of a Chicago-based chain of "alternative" weekly newspapers, the Bedlam City Paper is the Informer's only competitor. Distributed largely through record stores and coffee shops, the City Paper is free, supported entirely by advertising. It gets its columns and its cartoons from the home office in Chicago. In fact that's where they do layout and print it, too. It's never been profitable enough for the parent company to open an actual physical office in Bedlam. If you have a story or photos to submit, you send it to their PO box and a remailing agent sends it straight to Chicago.

The City Paper employs no full-time reporters. All the lead stories are written by stringers. In most cities these would be largely enthusiastic young amateurs, but in Bedlam a lot of professional journalists use the City Paper as an outlet for stories that the Informer would never publish. As a result, it is feistier and more controversial than most members of the "City Paper" franchise. It's a genuine muckraking journal, exposing crime and corruption in every corner of this unhappy little burg.

Because the paper is produced in Chicago, it's impossible for the local mob families to lean on the publisher—the Chicago outfit is unfriendly to both of Bedlam's Mafia families and won't let them operate on its turf. They can harass individual reporters, but most people who submit stories that the city authorities or the Mob would disapprove of write under pseudonyms or anonymous bylines. Anyway no one actually reads the City Paper apart from a few bitter students with too many facial piercings. Even they tend to skip over the feature articles and go straight to "Zippy the Pinhead."

It's kind of a shame that all of this brave reportage goes unheard by the public at large. PCs may or may not know that the local left-wing record-shop rag is in fact a great source of inside information. The GM could easily use it to drop some crucial hint about the Cold Killer.

WHAT'S ON TV IN BEDLAM?

Most of Bedlam's television comes from the bigger city nearby. They have no big network affiliates at all. But they do nonetheless have three locally produced channels and an unusually active and interesting Public Access Cable station. There is a scrappy little UHF station, a VHF channel that buys most of its programming through syndication and a struggling PBS station that is forever begging for money. Their call numbers depend on whether you decide to locate Bedlam on the East Coast, or somewhere West of the Mississippi. We've included two sets of call letters for each station.

Channel 13 (WERD, or KRUT)
Bedlam's own VHF station, part of the new "Your Power Network" which a failing movie studio called "Power Pictures" is funding in a desperate last gasp effort to diversify itself. "Your Power Network" has about fifteen affiliates nationwide, and produces or buys some of the worst sitcoms ever made. They will probably go under in a couple of years, in which case Channel 13 will go back to buying all its syndicated programming itself. In the meantime, they have access to the network's four or five hours of daily programming and fill the rest of the air-time with infomercials and "classic" episodes of 1970s game shows. They actually have a studio space just off downtown and produce their own local news program. Their news team is pathetically small and incompetent, with a reputation for putting cheerful, positive spin on any hideous new disaster.

In a risky effort to win over more viewers, they have recently hired a famous anchorman named Obediah Brick, whose violent temper and bottomless appetite for drugs have made him untouchable by any of the major networks. A huge, athletic, angry man with a shaved head and a bristling moustache, he holds Bedlam in open contempt and seldom ventures out of his brand-new mansion in Stone Ridge to do anything but go to work or (it is rumored) score dope. He doesn't even party locally—he goes to the bigger city nearby to get his kicks.

Channel 13 News is also the home of legendary local sportscaster Barry Bulger. One of Bedlam's most beloved celebrities, Barry is a fat, white-haired old ruin with a grotesquely misshapen nose. He's completely and blatantly senile, but they keep him on the air despite his weird behavior and rambling, pointless commentary. He's a local hero, after all, and no one can bear to tell him that it's time to quit.

Channel 23 (WHUT or KRAK)
Not as big or as well-funded as channel 13, Channel 23 doesn't have a studio of its own, and rents space from Channel 13 when it's available. They broadcast off-brand music videos for much of the day, along with whatever cheesy kung-fu movies they can find for cheap. They have a small but devoted following of kids who love bad Shaw Brothers films from the 1970s. However, their one real claim to fame is the Saturday Afternoon Blood Feast. Hosted by the curvaceous Count Skankula (a former stripper named Glenda Dumbrowski) it features some of the most disgusting low-budget horror movies you can see on broadcast television—barely edited down at all. But the real attraction is the lurid and cheesy Count Skankula herself, who has gotten carried away and let the audience glimpse her surgically augmented assets more than once. As Count Skankula herself often says (in her bad fake "Transylvanian" accent): "Thank goodness no one is actually watching this crap."

Channel 64 (WKLM or KLAM)
Bedlam just barely still has a public television station. Supported largely by one or two major donors and produced largely by students for college credit, Channel 64

exists in a constant state of fiscal crisis. They show big blocks of local advertising between programs and they run paid infomercials for much of the day. And their pledge drive never seems to end.

Channel 64 does in fact have a studio with a few small and shabby sets (the landlord of their building is one of the two anonymous local donors who keeps the station alive) and they produce some of the worst low-budget children's' educational programs in the country. Mostly they do music shows, since that costs less money than science or reading—but of course they can't afford the rights to any decent songs. They have just enough resources to do one set of episodes per week, so they repeat each block of educational programming five times. This would surely drive you mad if you watched it every day. Fortunately, no one ever watches it at all.

RADIO BEDLAM

Radio is doing better than television in this market. There are no major network affiliates on Bedlam's airwaves (apart from NPR), but plenty of little independent stations. Because there is a bigger city nearby, within FM radio range it's hard for Bedlam's local FM stations to compete. But this has just led to a richer wealth of short-range AM channels. There are also a couple of pirate stations that the local authorities don't seem to be able to shut down. More on them later.

FM STATIONS

WFVR or KFVR 98.7 ("The Fever")
Middle-American bar rock, served tepid. If you want to hear Journey, Kansas, or Foreigner, this is the station for you.

WFFL or KHUD 101.3 ("Radio 101")
Top-Forty pop station that also features Bedlam's most popular call-in advice program: Doctor Freak. The good Doctor is an angry, judgmental "Professor of Christian Studies" who berates and belittles most of her callers. Her signature line is: "you sick freak!"

WULF or KBST 102.5 ("The Beast")
"Hard rock" station that sometimes plays heavy metal. Home of Bedlam's two most popular local DJs: shock-jockey Dave "The Filthy Beast" Odnarski and "Vampire" Steve Kravitz with the Late-Late-Late Show.

WTRD or KRPP 103.8
Adult contemporary for all your easy listening needs, soothing those worktime cares away with the gentle sounds of Michael Bolton and Kenny G.

WUMP or KLUD 104.6
Bedlam's most popular Hip-Hop and R&B Station. An ever-increasing amount of their time is given over to Crunk, much to the distaste of some older residents of Wolverton.

WFLP or KFLP 107.3
Christian rock station. Plays blander music than AM 790 and isn't as successful. The best-funded radio station in Bedlam, it has a gigantic transmitter and comes in clear as a bell a hundred miles away.

am stations

WKLM or KLAM 880
Bedlam's NPR affiliate is on AM, much to their chagrin. The sister station to TV's Channel 64, they are just as strapped for cash and just as slim on local programming. AM 880 is produced by Communications students at Bedlam Community College and it shows in the quality of their work. Officially the one local classical station, it mostly plays NPR talk and news shows.

WADD or KRMY 790
Christian rock station. This one plays louder, harsher music than FM 107.3 and gets more listeners. People joke that AM 790 plays music for skate punks with the crucifixion tattooed on their chests. That's certainly who they are aiming for.

WXLX or KVGR 1066
Easy listening for older listeners. The last station in the Bedlam area to play Mitch Miller and his Orchestra.

WZRD or KLIP 1110
"Classic Rock" station. Officially it plays "all the hits of the fifties, sixties, seventies, eighties and nineties" but in fact it mostly runs acid-addled late 60s psychedelia, including stuff from all kinds of obscure Bay Area bands like Moby Grape and The Liquid Sofa-Bed. Late-night DJ Captain Plantastic is so fuddled and out of it that many people tune in to his show just to hear what mixed-up non-sequitur he'll blurt out next. Few people are aware that it's an act—he's really Dave Odnarski.

WEZL or KRDD 1210
Another Christian station. This one largely runs talk shows and sermons.

WHCK or KRNK 1300
("Your Lucky 13")
Another R&B and hip-hop station. This one has almost entirely switched over to Crunk. Late-Night DJ Lenora X seems to work coded messages to Wolverton's gangbangers into her commentary, functioning as a kind of underground communications network for the gangs. No one seems to know who she really is and the station's management isn't telling. It seems probable to a lot of folks in Wolverton that local gangster Lincoln Stone secretly owns Your Lucky 13. "The Stone" has been in prison for years, but they say he still controls half the vice in Wolverton. For more on the Stone, see the section on organized crime in Bedlam (Page 190)

WANK or KNUT 1320
All talk-radio all the time. Features Rod Anger, Bedlam's most popular right-wing radio talk-show host. Mr. Anger raves for four solid hours a day about how anti-war activists should be executed as traitors and black people shouldn't be allowed to sit on juries and even more hateful things. His crude impersonations of Jewish people and Asians have gotten him in trouble many times, but he maintains a rabid local following nonetheless.

WLHS or KLHS 1390
Spanish language station. Popular in Hardwick Park, it plays a lot of Honduran folk music in addition to Latin pop hits and older stuff like sambas and mambos. Dave Odnarski works here too, under the name "Manny Ibarra"

WDRK or KNRD 1460
Bedlam Community College's other radio station. This one is intended for students on campus, and it has a very weak, fuzzy signal. Even though most students at BCCC are into the kind of generic rock they play on "the Fever", AM 1460 is the closest thing Bedlam has to an "alternative rock" station, playing songs by depressed European bands with enormous hair.

Pirate Stations

Unlicensed stations come and go. Normally they have a short range and are broadcast out of some malcontent's basement until the cops or the FCC shut them down. The penalties for being a pirate broadcaster aren't very severe, but they confiscate your hardware, and most radio pirates can't afford to replace their gear.

Right now there are three illegal broadcasters in Bedlam who the authorities are having difficulty shutting down. Captain Violent, White Apocalypse and Nine-Pound Balls.

Captain Violent is a teenaged loner who broadcasts from his parents' home in the wealthy gated community of Stone Ridge. A classic angry young twerp, he hates Stone Ridge, the private school he attends, his parents and the rest of the world more or less equally. He calls his station "The Pro-Social Values Hour."

Stone Ridge has a very rigid set of policies about what kind of music is allowed inside its boundaries. Captain Violent has a huge contraband collection of unauthorized songs and most of his listeners are Stone Ridge teenagers who can't hear this music any other way. In between songs, he complains about life, jocks, his parents and urges his listeners to "smash stuff and hurt things."

The Stone Ridge Homeowners' Association is desperate to track down Captain Violent and punish him. They seem positively obsessed with it and respond to questions about Captain Violent from the press with a kind of irrational, histrionic fury.

White Apocalypse gets far less attention from the authorities that Captain Violent, but you could argue that he's far more dangerous. He broadcasts from somewhere in the sprawling, crime-ridden warren of mobile home parks at Shady Meadows. He's the voice of Bedlam's skinhead community, and he seems to have much better equipment than Captain Violent—you can hear him all over Bedlam. It's unclear which of Shady Meadows' biker gangs or skinhead groups supports White Apocalypse. He may in fact be independent of any of them.

Nine-Pound Balls is very different from either of them. Weird for its own sake, he broadcasts surreal, Dadaist rants from somewhere near the Bedlam Community College campus, and may be a student. A typical Nine-Pound Balls program would consist of a lengthy diatribe ("Rental Cars are the Devil's Tuna!") followed by an "interview" with a sock puppet, followed by the first few seconds of a George Michael song repeated over and over for an hour. Nine-Pound Balls is getting quite a following, even though his range is so short, and he may soon be contemplating a podcast.

ORGANIZED CRIME IN BEDLAM

While organized crime won't play any role in this adventure, PCs who are based in Bedlam should probably have some vague idea of how it works. This will make the setting feel more three-dimensional and alive. But it's also important that it not distract them from the main plot. We've set things up so that it should be obvious that the Mob doesn't have anything to do with the Cold Killer or Project Shiraz. But you never know with PCs. It's probably better not to volunteer any of the following information, so that it won't distract your players—make it available to them only if they ask for it, and make Streetwise Checks (vs. DC 10-15)

Here is the most basic and important fact to remember about organized crime in Bedlam. There are many criminal gangs here, large and small, but they all exist at the sufferance of the Mafia. The shadowy Honduran gang called the Mara, the streetcorner gangstas in Wolverton, all owe fealty to Don Scarpia or Don Gorganzua.

The Mob doesn't micro-manage the other gangs or tell them what to do—the Mara are free to go to war with Tiny Z if they want to. But they take a cut of everyone's income and they reserve the right to issue them an occasional order (usually something like "find and kill such-and-such a person" or "this construction firm is under our protection—don't steal from them").

The only exceptions to this rule are the desperate, drug addled street gangs of the Country Club. No one has bothered to take them over or bring them under their wing—why go to the trouble? This means that you might actually be able to hide out from the Mob in the Country Club, even though you still wouldn't exactly be safe there.

Bedlam has two Mafia families, the Scarpias and the Gorganzuas. There used to be three, but when Hardwick Park turned into a Hispanic neighborhood, the Igglionis lost their power base and in their weakened state they became easy prey for the Scarpias, who killed their leaders and absorbed their soldiers. Both of the remaining families owe their loyalty to the big bosses in New York City, but are allowed to run things in Bedlam without much interference. They are not on good terms with the "Chicago Outfit" or most of the other gangs of the Midwest, for reasons that are buried in the shadowy secret reaches of Mob history.

The Scarpias are bigger and more dangerous than the Gorganzuas, but aren't as wealthy. They are based in the working class neighborhood of Stark Hill, and have incorporated the local Irish and Polish gangs into their structure. They control "Big Andy" Czernik, the most powerful City Councilman and take a bite of any and all trade that comes in through Bedlam Harbor. Unfortunately, the smaller harbor across the river at Greely Point is becoming more profitable, and it's under the control of the smaller Gorganzua family. The Scarpias would have long since crushed the Gorganzuas and taken it over, but the big guys in New York have ordered them not to.

The current head of the Scarpia crime family is "Dapper Donny" Scarpia, a

slovenly fat man with a ragged beard who dresses in stained tracksuits and frayed old athletic clothes. Some mafia dons wear thousand dollar Italian suits. But the most expensive item of clothing Dapper Donnie owns is his nylon windbreaker jacket. It's charitable to call the thing growing on his face a beard—it's more like a collection of long stringy hairs that sprout from his cheeks and chin in random clumps. He's arguably the most powerful man in Bedlam, but he looks like an aging street thug—which of course he is.

Dapper Donny rose through the ranks and he is still a little unpolished. To be less polite about it, he is vulgar, coarse, ugly and rude. He hates art and culture and unlike many high-ranking Mafiosi he thinks Opera is just so much noise. He still lives with his mom in a run down bungalow in Stark Hill. All of this makes him incredibly popular with his men—he's still one of the guys, still in touch with the neighborhood, doesn't put on airs.

Dapper Donnie loves pinball, and ancient video games like Asteroids and Lunar Lander (he has a whole philosophy of life based around Lunar Lander, which he would be happy to share with anyone who asks). No one is quite sure where his base of operations is, but it's widely suspected to be an arcade in Stark Hill (the place has no name—the sign out front just says "Arcade") where he plays pinball with the same crowd of parking lot thugs he's been hanging out with since the 1960s.

The Gorganzuas keep a much lower profile. Don Leopoldo "Little Junior" Gorganzua lives in the exclusive gated community of Stone Ridge, in a huge and tasteless mansion. He never makes public appearances and few people outside the Mob know what he actually looks like (he's a skinny old man with a thick crest of white hair and a bitter look in his eye). He seldom leaves his house and leaves most of his business arrangements to his daughter, a 400 pound rhinoceros of a woman called "Tiny" Tina.

While Tiny Tina has a terrible temper, the crime family she runs tries to kill as few people as possible and to operate as quietly as they can. They don't interfere with any of the Scarpias' operations and they don't try to steal their turf. By and large, they control the East side of the river and the Scarpias control the West side. The Gorganzuas run the harbor facilities at Greeley Point, which are turning out to be a lot more profitable than Bedlam Harbor itself. This has yet to make Dapper Donnie come wipe them out, but only because the big guys in New York have told him not to.

The Gorganzuas haven't integrated the Irish or Eastern European gangs into their structure as well as the Scarpias. Almost every one of their soldiers and "button men" are directly related to Leo or his daughter's late husband, Rocco "The Stick" Mazzarello. No one quite knows what happened to the skinny, shifty eyed, furtive little Stick, but everyone in the family thinks Tiny Tina beat him to death in one of her rages.

Both families collect protection money and demand occasional favors from the street gangs in Hardwick Park and Wolverton. These gangs have reached an interesting stage in their development.

The Hispanic street gangs of Hardwick Park have in recent years been united under the banner of a large Honduran group called the Mara. They have a deeply sinister reputation. Everyone says the Mara are a national or even an international network, that they practice black magic and drink the blood of their enemies. They are led by a shadowy figure called the Jigsaw Man, whose body is supposed to be covered with scars and who studies the entrails of his rivals in order to divine the future.

This is partly true. Founded in Honduras, the Mara do have chapters scattered around ten or twelve cities in the US and Central America. They do have contacts in the federal prison system who can do favors for them on the inside. But they are far from an organized international network like the Mafia or the Triads. They are a loosely organized federation of street gangs, held together by kinship and national identity. Not all of the chapters get along

with one another and there are plenty of cities where they have no presence at all. The chapter in Bedlam is about the biggest and most powerful one in the network.

Their reputation for black magic has been greatly exaggerated as well. The Mara do practice a kind of Honduran Santeria, and their initiation rituals have a distinctly religious/occult flavor. They relish their scary reputation and try to play it up at every opportunity, talking about curses and black magic and human sacrifices in order to terrify their rivals. The Jigsaw Man has actually killed some of his rivals in ritualistic human sacrifices, but he didn't do it to appease any dark gods—he did it because they were his enemies and he wanted to kill them in as frightening a way as possible. Ultimately, the Mara are an organized crime family with occult trappings, not a fanatical blood-drinking cult.

Unless the GM decides otherwise. Perhaps in your game world the Jigsaw Man really does have magical powers, or suddenly stumbles across a demonic summoning that really works. The Mara could make an interesting foe for a team of occult investigators. If you do use them that way, then you should also try to beef up their arch-rivals—the African American gangs of Wolverton.

It used to be that the youth gangs in Wolverton went by the names of sports teams, and showed their gang allegiance by wearing baseball hats and jackets with their teams' names on them. There are still a few of these independent groups left (the "Os" and the "A's" and the "Ravens") but most of the gangs have recently been united into a confederation against the growing threat of the big Honduran gang called the Mara. The group that untied them is an astonishingly savage pack of junior high-school aged kids, under the leadership of a fifteen-year-old psychopath called "Eentsy Z". (younger brother of the late "Little Z"). Everyone is impressed by Eentsy Z's inspired brutality and wicked sense of humor. A guy that scary might be the very thing to fend off the Jigsaw Man.

Which brings us to the reason why open warfare has never erupted between the Mara and the Z. Eentsy Z knows that the moment the Mara get destroyed, the confederation he has put together will fall apart. He likes having power and doesn't want it to come to an end. Outright war with the Jigsaw Man has only two possible outcomes. Either Eensty Z loses, or he wins, in which case he also loses.

The Mara are expansionist by nature, and they do push against the gangs of Wolverton from time to time, but they don't have the manpower or the community support required to run all of Wolverton's rackets in addition to their own, so they are unlikely to launch an all-out assault on Eentsy Z's domain. The result is an uneasy, never-ending stalemate with occasional eruptions of violence. This state of affairs suits Eentsy Z just fine.

Of course the youth gangs have always been a training ground and talent pool for higher-level organized crime. While Eentsy Z may run most of the street level drug-dealers in Wolverton, the high-end rackets (sports betting, prostitution, loan-sharking, illegal nightclubs and so forth) are run my two gentlemen named Rock Johnson and Lincoln Stone. "The Rock and the Stone" as people call them, have quietly divided up Wolverton's rackets between them for twenty years and more, with little friction. Both of them pay a substantial cut of their profits to the Scarpia family.

The Rock is a huge bald man with deeply pitted skin who dresses as flashy as possible and acts like a jovial grandfather when he isn't having people killed. He lives over one of the illegal nightclubs he runs in a burnt-out factory on Industrial Drive.

The Stone is a scowling, white-bearded patriarch who is presently serving two consecutive life sentences in state prison, and runs his whole organization from his cell. He's as ferocious and threatening as the Rock is laid-back and cordial, but in fact they're equally ruthless.

Both the Rock and the Stone are disturbed by how much power and prestige Eentsy Z is accumulating, but they aren't sure what to do about it (the Scarpias don't care, since he pays them his tithes like everyone else). Anyway he helps keep the

Mara at bay, and that has to be a good thing.

Too many of Bedlam's cops owe their loyalty to Dapper Donny or Leo Gorganzua. But in addition to merely crooked cops, there are at least two full-fledged criminal "crews" operating inside the Bedlam Police Department. They steal dope from the evidence room and sell it on the street, they transport contraband in their squad cars, they run prostitutes and perform the occasional contract killing. These are independent groups—not officially a part of either of Bedlam's Mafia families, but they owe fealty to either the Scarpias or the Gorganzuas and pay them a cut of their proceeds, just like all the other gangs in Bedlam.

The giant mobile home complex at Shady Meadows is a wild card in Bedlam's underworlds politics. Most of the people who live there are impoverished Anglos. Biker gangs and crank labs are deeply entrenched in Shady Meadows. No single faction dominates the place, which is prone to late night gun battles and general mayhem. It's much less quiet than Stark Hill or Wolverton. The police are in Shady Meadows almost every night.

Dapper Donny wants the situation calmed down—it attracts far too much attention. It has been so tough to control that he is in the process of making a gift of the turf to the Gorganzua Family. The shift is causing even more chaos.

While no single group completely dominates Shady Meadows, the biker gang known as the Brotherhood seems to be the strongest force right now. They are one small chapter of a national network, but here in Bedlam they pay the Mafia a cut of all their proceeds.

The Warlord of the Shady Meadows chapter is Delbert Wayne Graves. Everyone just calls him Graves. He's a skinny little maniac with a drooping handlebar moustache, who never takes off his reflective sunglasses. He doesn't actually live in the trailer park—no one is sure where he sleeps, but it's probably one or another farmhouse off in the woods. Graves is a scary guy, who talks little and has no really close friends, but he's reasonable in his dealings with other criminals and won't try to rip off or wipe out groups that he knows to be tougher than his own.

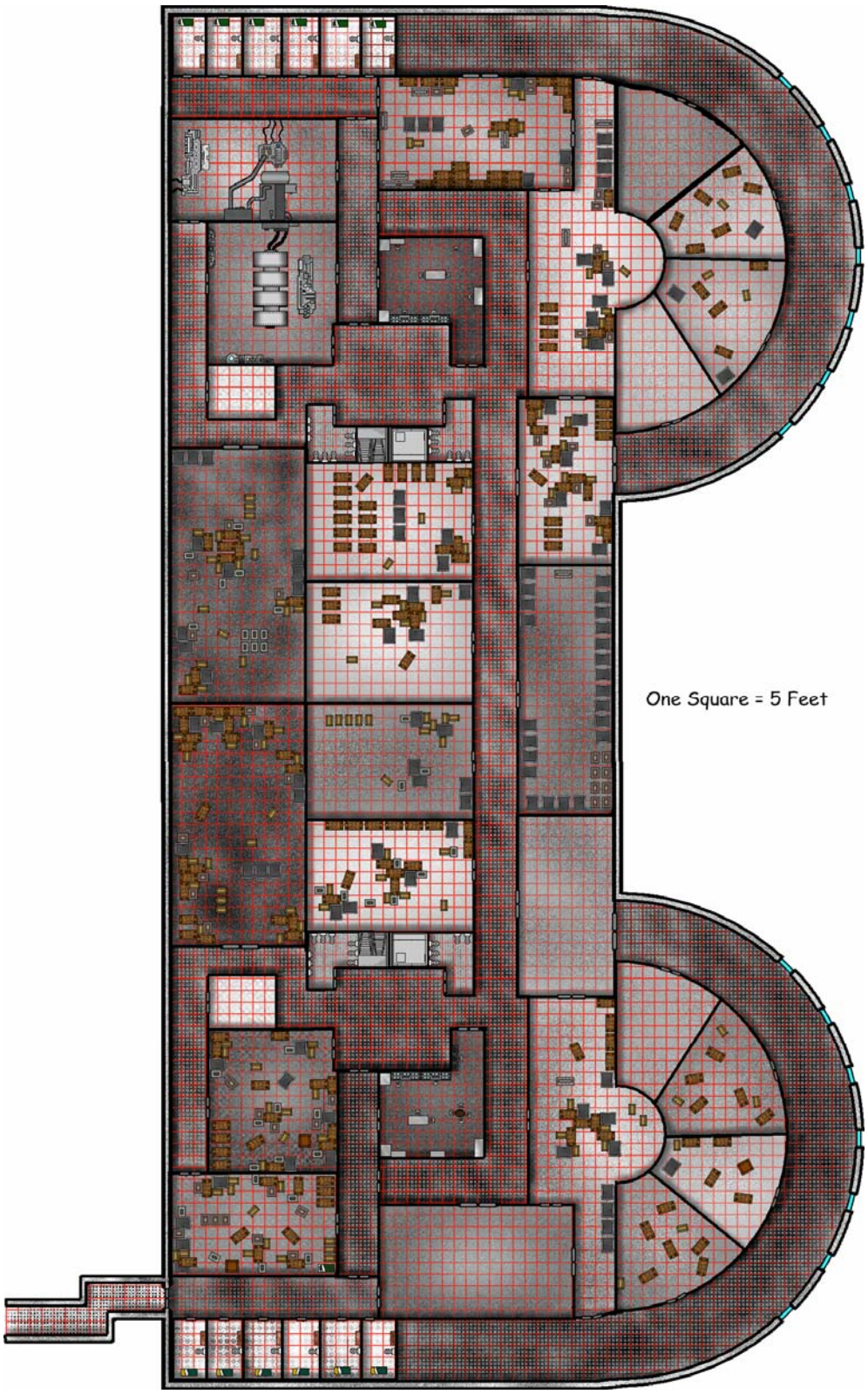
For some reason Shady Meadows produces a lot of weird little gangs of crank fiends who all dress up in costume around various oddball themes. It has seen gangs of mimes, gangs of faux beatniks, a gang that dressed like Santa Claus and too many others to name. It is also a notorious recruiting ground for supervillain henchmen.

APPENDIX B: MAPS FOR YOUR PCS

The maps of Area 2501 we've provided you with are good for the GM's reference, but in case you want to print out versions without any labels on them for your PCs to use, or to map out combat on, here are some.

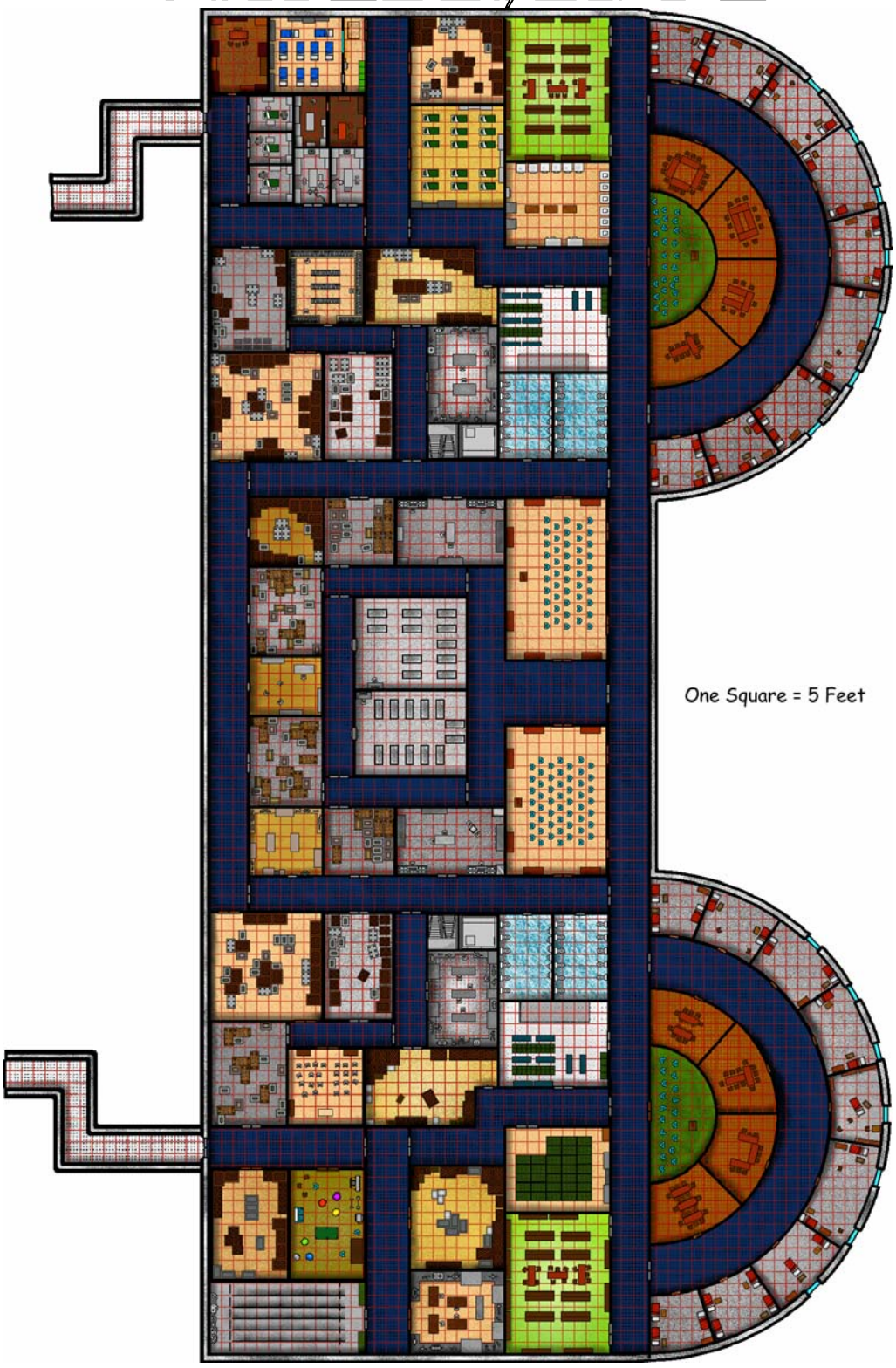
Area 2501, Level 1

BEDLAM IN BEDLAM



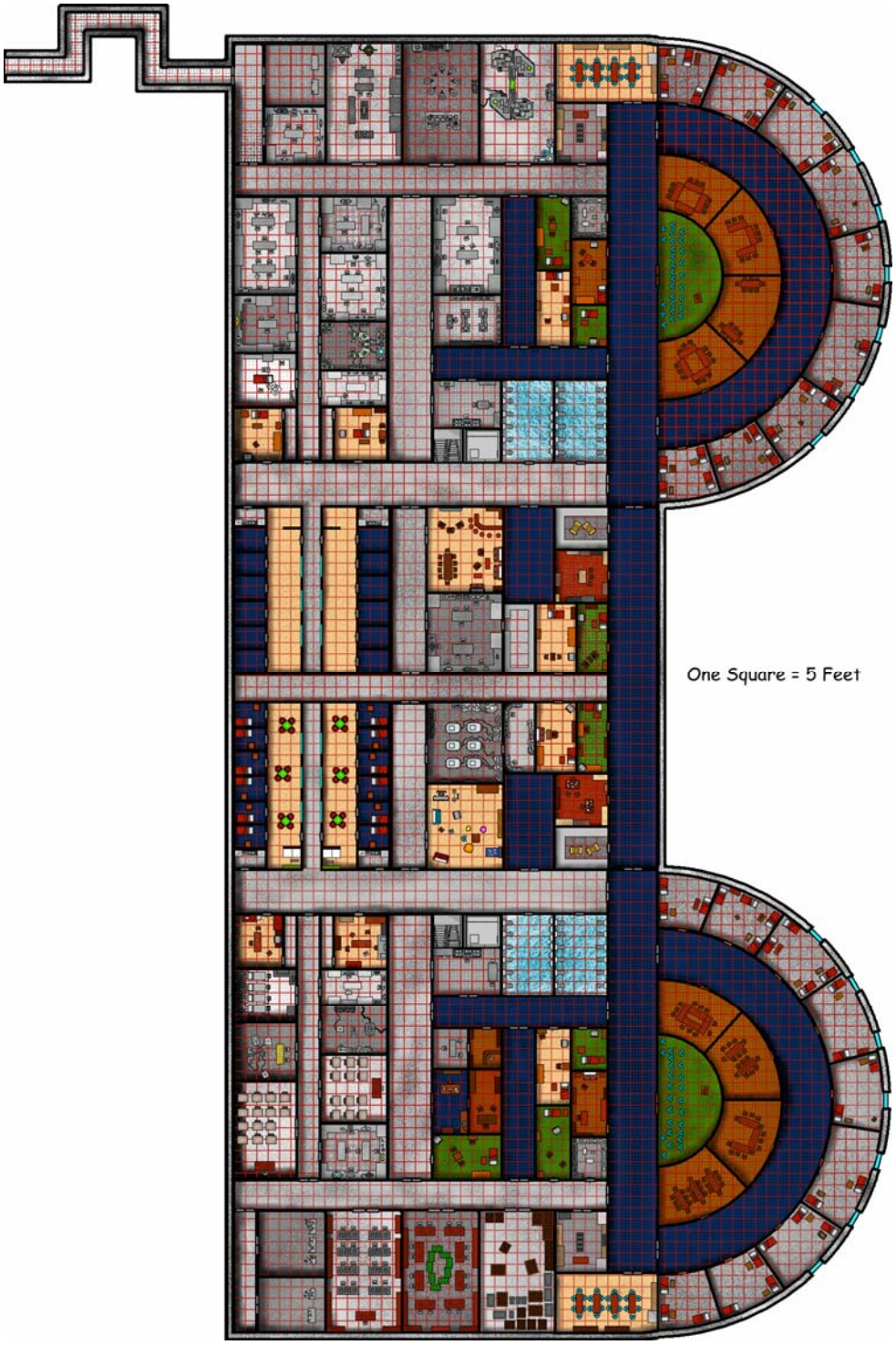
BEDLAM IN BEDLAM

Area 2501, Level 2



BEDLAM IN BEDLAM

Area 2501, Level 3

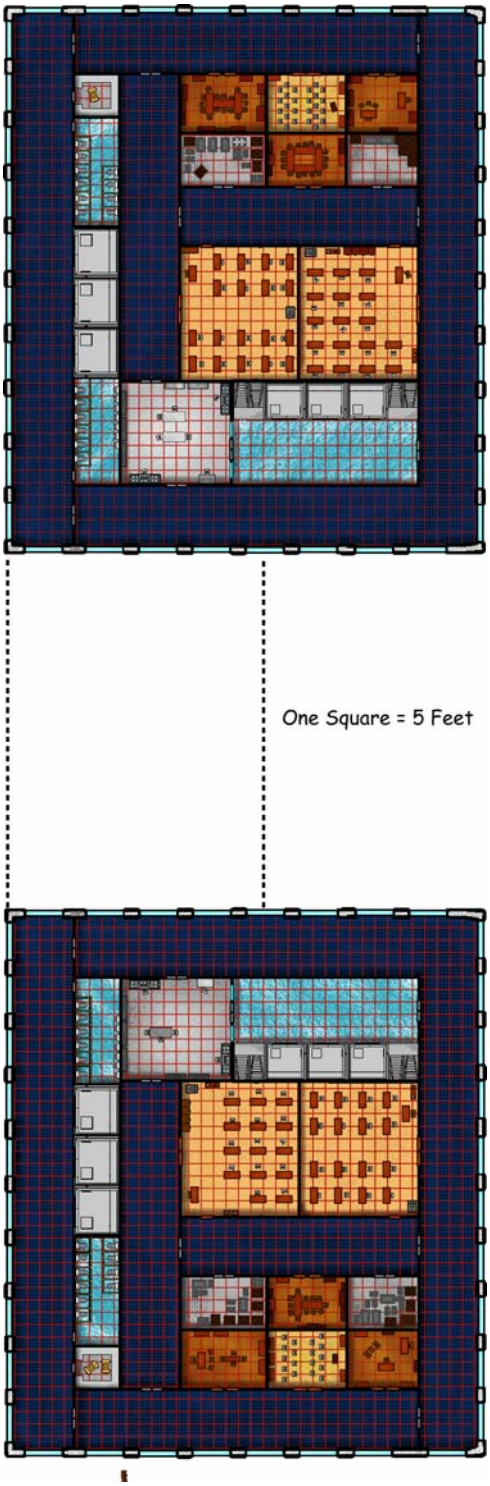


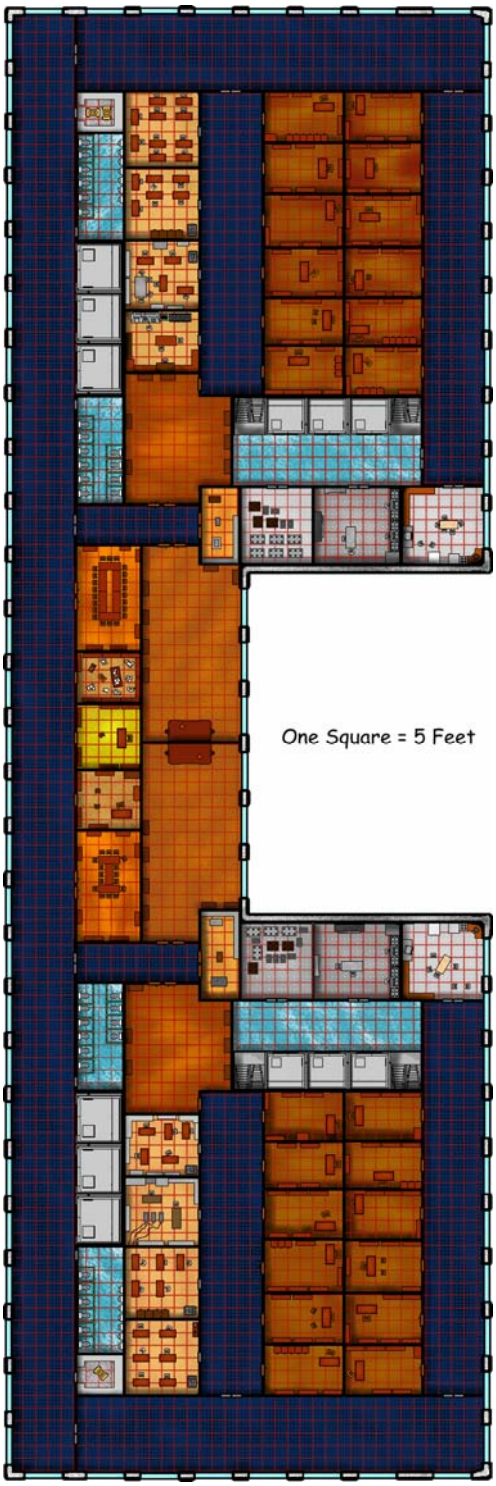
BEDLAM IN BEDLAM

Area 2501, Ground Floor

BEDLAM IN BEDLAM

Area 2501, Levels 5-6





BEDLAM IN BEDLAM

Area 2501, Level 7

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Version 1.0a

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